

Gary Tanaka

Concept Artist

22312 Caminito Escobedo, Laguna Hills, CA, 92653
(949) 521-0507

gary.tanaka.art@gmail.com
artstation.com/starboyart

Concept artist with a passion for striking characters and creatures that exist within strong narrative driven worlds.

EXPERIENCE

Character Concept Artist - *Proletariat Inc.*

12/2020 - Present

- Worked with both character and narrative teams to produce character-skin concepts for the action live-service game - Spellbreak.
- Concepted characters, creatures, and props for multiple Proletariat-original r&d projects.
- Closely worked with design teams, stakeholders, and the wider character team to create pitch decks for internal projects.
- Helped guide designs from outsource vendors to stay on-target with the studio's fidelity and art direction.

Character Concept Artist - *Tar Pit Studios LLC.*

02/2020 - 12/2020

- Designed the blue-sky work for the roster of characters for a studio-client's up and coming action rpg.
- Tasked with delivering silhouette sheets, character sheets, prop callouts, hero-object concepts, and game design briefs to help flesh out the client's vertical slice.

Concept Artist - *One Tap Studio LLC.*

05/2019 - 05/2020

- Collaborated with directors and writers to design the stylized game world for *Planet Initium*.
- Developed the characters and creatures that populate *Planet Initium*; in conjunction with the team and directors.
- Worked with other art leads for weekly team critique as to stay on target with our desired style.

2D Concept Tutor - *LCAD*

09/2018 - 09/2019

- Mentored and assisted students with a variety of techniques including: design, painting, and drawing abilities.
- Scheduled one-on-one sessions with students to help hone their work and foundational skills.

EDUCATION

Laguna College of Art and Design - *Bachelor of Fine Arts*

08/2016 - 12/2019

SOFTWARE & SKILLS

Photoshop Character Design
Zbrush Creature Design
3D Coat Game Design