Erin Hao

Illustrator & Concept Designer… with wild imagination and dreams for adventure

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Education

Rhode Island School of Design (RISD) Providence RI
2020 - 2024   Bachelor of Fine Arts (illustration), Concentration in Theory & History of Art and Design

Brown University
2023   Course in Art History and Coding

Harvard Business School Online
2022   Credential of Readiness (CORe)

Work Experience

Perfect World - Concept intern | 2024
- Designed characters and related props to build specific narratives
- Drew turn arounds, diagrams and follow through later workflow to ensure design is carried out properly
- Practiced efficient use of cultural and historical reference, and transform into design
- Conveyed narratives and emphasize character personality and background through color and shape language

RISD Cintiq Lab - Technician | 2022 - 2024
- Troubleshoots the Cintiq and a variety of art related softwares (such as Photoshop, Zbrush, Blender, etc.)
- Helps users with the technology and software.

RISD Studio course TA| 2022
- Assist professors in lessons, leading discussions and critiques
- Help with communication, time organization, and talk to any student who needs extra help

Studio Experience

Brown RISD Game Design - Creative Team | 2022 - 2024
- Collaborates with a group of artists and developers on 2d and 3d projects in Unreal Engine and Unity.
- Communicates with director and members of other departments to ensure smooth production process.
- Participates in game jams and competitions.

Creature Lab — style adaption   2024
- Designs beasts for fictional genres (fantasy, sci-fi etc.) and adapt at them to fit targeting style.
- Studies animal anatomy and physiology to meet specific environmental pressures.

BackBones — Collaborative animatic(concept + storyboard)   2023
- Self curated a short animatic project under the mentorship of Christy Karacas.
- Designed character concepts relevant to the story, and created a pitch deck.
- Worked on storyboards, and pushed to the final animatic.
- Collaborated closely with a small group through out the process.

World Smith — world building & visual narration   2023
- Researched history and culture to establish immersive and convincing world.
- Designed Character turn arounds, and related assets with the ultimate goal of conveying narrative to audience.
- Analyzed plot, character, pacing, and style to communicate the essential meaning of a story to specific age group.
- Created illustrations with these characters and props in environment.

Beautiful Corner — 2D design to 3D   2022
- Experienced the structured industry process of modeling 3D character and immersive environment from initial concept design:
  - Initial concept design in Photoshop
  - Model and sculpt in Zbrush, Texture with SubstancePainter
  - Rig, Light and render with Blender

Skill Sets

Artistic Skills — Illustration, Concept Design, Storyboard, Painting, Color, Composition, Mood Boards, Visual Narration

2D Softwares — Adobe Suite (Photoshop, After Effects, Premiere, Audition, Lightroom, etc.), Procreate

3D Softwares — Zbrush, Blender, Substance Painter, UnrealEngine, Unity

Coding — Java, C#, Html

Languages — English, Chinese Mandarin

Other Skills — Collaboration, Communication, Critical Thinking, Problem Solving, Time Management

Achievements and Awards

H.C.Andersen.Art Award, Gold —— 2024
RISD Honorary Student Award —— 2020 - 2024
AADC North American Applied Art and Design Competition, Silver —— 2023
HKCDA Hong Kong Contemporary Design and Art, Silver —— 2023