

amanda lien

concept and illustration

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mission

Design and create 2D art assets of the concept and illustration variety for games, animation, and comics.

equipment



education

DigiPen Institute of Technology
Production Animation
Bachelor of Fine Arts - 2011

The Art Institute of Seattle
School of Design
Multimedia and Web Design
Associate of Applied Arts - December 2005

experience

Illustrator/Designer - Freelance
Spring 2008 - Present
Illustration projects ranging from pencil sketches to full digitally colored works (personal and business related).
Production art for different game companies.

2D Artist - Z2Live
July 2011 - April 2014
Design 2D graphics from concept stage through to final rendered artwork for use in mobile games.
(ex, Battle Nations, Trade Nations)

Concept Artist/UI Design - DigiPen, 'Fragment'
July 2010 - May 2011
Provided sketch thumbnails to full color concept work on characters and UI design for Masters game team project, 'Fragment'.

skills

Illustration
Character Design
Graphic Design
Print Design
Concept Art

work history

Art Instructor
Museo Art Academy
Issaquah, WA
September 2009 - Present

Art Lead
Zaa Labs - <http://zaalabs.com>
Redmond, WA
April 2011 - July 2011