

# HANS TSENG

<http://slimemansion.com>

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## PROFILE


I am a dedicated, detail-oriented and fast illustrator who thrives on new challenges. I am well-balanced, technical and versatile as an artist, and I constantly work to improve.


## SKILL SET


 **Pixel and Vector**  
2D art and animation

 **Character Design**  
paper doll systems

 **Environments and Props**  
background layouts and painting

 **Sequential Art**  
comics, storyboarding

 **Adobe Creative Suite**  
Photoshop, Illustrator, Flash

 **Mobile Game Development**  
Cocos2DX, CocosBuilder, Unity 2D

## EXPERIENCE

**2014 Frederator Studios**  
12/2013 - Present

### Background Layout, Character, Logo Design

Designing background layouts for popular web cartoon Bee and Puppocat; collaborating with art director and creator in establishing style for overall show; created logo to be used on series and all merchandise.

**2014 Grab, LLC**  
12/2011 - Present

### Lead Artist

Creating and animating vector environment, character and UI assets from concept to finish; managing art tasks and schedules; collaborating across disciplines; providing feedback to artists. Projects: Gold Miner Rush, Gold Miner Go!, 777 Slots, and various undisclosed upcoming IOS games.

**2012 Intrinsic Games, LLC**  
7/2010 - 3/2012

### Art Director

Creating pixel assets, maintaining art style, managing art team, assigning tasks and scheduling. Projects: Nintendo DSi/iOS/Android games Penguin Patrol and mobile RTS Amoebattle, featured on App Store and Google Play.

**2011 Meteor Games, LLC**  
3/2011 - 11/2011

### 2D Artist

Designing vector props and animating characters in Flash for Facebook game Island Paradise. Designing characters and creating and implementing a skeletal animation system for Neopets: Treasure Keepers.

**2009 Graphic Services, ASI, CSUF**  
3/2009 - 2/2011

### Graphic Artist

Graphic artist and designer for university student government, including logo and banner design and publication cover illustrations.

**2005 Slime Mansion**  
7/2005 - Present

### Freelance Artist

Contract work in illustration, web design, and comics

## PUBLISHED WORK

**2009 Directions of Destiny**  
Two volumes of self-published comic, 302 pages total.

**2007 Something Colorful**  
12-page section in artbook featuring 9 young artists

**2005 Disposable Parts**  
15-page comic in anthology featuring webcomic artists.

**2003 Rising Stars of Manga, Volume 1**  
Runner-Up Entry in TOKYOPOP's comic contest.

## EDUCATION

**California State University, Fullerton**

Bachelor of Fine Arts 12/2010

Major: Illustration

Minors: Business, Japanese

**Waseda University, Tokyo**

9/2006 - 7/2007

One-year study abroad program