

# JOCELYN LIANG

VISUAL DEVELOPMENT ARTIST // ILLUSTRATOR

jocelynliang.com

**Education** **Art Center College of Design** | Pasadena, CA  
Sept 2008 - April 2012  
Bachelor of Fine Arts- Illustration with emphasis in Entertainment Arts  
Graduated with distinction.

**Experience** **Nickelodeon Animation Studio** | Burbank, CA  
**Rugrats** | Design Supervisor | Oct 2022 - present  
Assisting AD with asset review, notes, and mentoring designers on a CG show.

**Development** | Art Director | July 2022 - Sept 2022 | Feb 2023- present  
Oversaw vis dev in a production design capacity on multiple shows from moodboard conception to design. Worked with creators to create a brand and visual look for their show. Acted as a liaison for executives and creators to communicate with designers. Currently continuing role in a part-time capacity.

**Intergalactic Shorts Program** | Art Director | Feb 2022 - July 2022  
| Associate Art Director | Feb 2021 - Feb 2022  
Oversaw design on 7 shorts all in different styles produced concurrently. Notated designs for artists and completed outlying design tasks. Coordinated with the AD to approve assets and problem solve design/production issues while meeting vision of creators and executives. Worked with post team to complete retakes.

**Intergalactic Shorts Program** | Background Designer | Feb 2020 - Jan 2021  
Assisted with vis dev and BG layout on multiple shorts to establish unique styles and locations.

**Santiago of the Seas** | Background Painter | Oct 2020 - Jan 2021  
Painted and created texture callouts for characters, sets, and props for the preschool CG show.

**Netflix Animation** | Burbank, CA  
**Centaurworld** | Background Painter | Dec 2019 - Aug 2020  
Painted backgrounds and color scripts for the Netflix Original, Centaurworld.

**Nickelodeon Animation Studio** | Burbank, CA  
**Santiago of the Seas** | Background Painter | Aug 2018 - Nov 2019  
Created early vis dev, painted assets, and made texture callouts on characters, sets, and props on the CG preschool show.

**Pinky Malinky** | Background Painter | Feb 2016 - Jan 2018  
Painted backgrounds, established color for key shots, assisted in color design, and contributed social media art.

**Titmouse Inc** | Los Angeles, CA  
**Nerland** | Background Painter | April 2015 - June 2015  
Background painted and assisted on prop cleanup for an indie TV feature film.

**Team Hot Wheels** | Background Painter | Aug 2014 - Jan 2015  
Painted backgrounds and assisted with character/prop cleanup on the show.

## Experience (cont'd)

**Electronic Arts** | Redwood Shores, CA

**Concept Artist** | Dec 2012 - Aug 2014

Shipped base game for AAA title, The Sims 4. Designed clothing, props, environments, color keys, and did outsourcing review. Helped establish the art style for clothing.

**Pixar Animation Studios** | Emeryville, CA

**Inside Out** | Art Intern | Summer 2012

Worked on shader assignments, designed textures and patterns, paintovers, and various other tasks very early in visual development.

## Skills

Digital: Photoshop, Illustrator

Familiar with: Maya, InDesign, Flash

Languages: English, Chinese, Japanese (N4)