SUMMARY

I am a creative and passionate visual development artist, skilled in providing concept designs and art direction for animation, film, and game projects through unique visual styles and storytelling abilities. Dedicated to driving project success through innovative visual solutions and collaborating with teams to achieve artistic visions, I have over 10 years of experience in the animation film industry.

FILMS

Octonauts: The Tsunami Crisis

Art Director

02/2024 - 09/2024

Established the overall art style guide for the film.

Managed the art team, providing daily feedback to ensure smooth progress.

Wish Dragon 2 (In Production)

Production Design

12/2022 – 10/2023

Senior Visual Development Artist

05/2021 – 12/2021

Established the overall art style for the film.

Managed the development team, participated in production meetings, and assisted the director in realizing his vision.

Into The Mortal World

Concept Artist

Lighting keys Artist

06/2022 – 12/2022

Created concept design and visual development for key locations based on script and style guide.

Painted color and lighting keys for key moments in sequence.

Ali

Lighting keys Artist

07/2020 – 02/2021

Painted color and lighting keys for key moments in sequence

Yusen Song

**ART DIRECTION
COLOR/LIGHTING KEYS
VISUAL DEVELOPMENT
ILLUSTRATION**

INFORMATION

online portfolio：
https://www.jasonsong-art.com/

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jasonsongart@gmail.com

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EDUCATION

Chengdu Academy of Fine Arts

2008 - 2012

Bachelor's degree, Animation, Interactive Technology, Video Graphics and Special Effects

Wish Dragon

Visual Development Artist

11/2017 – 03/2020

Responsible for set design and paint, prop design, color and lighting keys, color and lighting exploration, character costume design, set dressing, graphic design, effects design, matte painting

Abominable

Visual Development Artist

11/2014 – 03/2016

Created concepts, props, character costumes, model textures, and graphic images based on style guide

Over the Moon

Concept Artist

03/2016 – 10/2017

Created visual designs based on script descriptions, exploration with new art styles.

The Monkey King

Concept Artist

03/2016 – 11/2017

Created visual designs based on script descriptions, exploration with new art styles.

Dragon Nest: Warriors' Dawn

Visual Development Artist

11/2013 – 10/2014

Responsible for environment concepts, props, character costumes, model textures, and matte paintings.

OTHERS

Run Duck Run

Lord of the West

Ping Pong Rabbit

Honor of Kings Game CG

Warhammer Illustration