



CONTACT

✉ simplyhalinaart@gmail.com

🌐 <https://simplyhalina.wixsite.com/portfolio>

📍 USA

SKILLS

- 2D Illustration (CG, cover)
- Concept Art for characters and environment
- Logo Design
- 2D Animation
- 3D Modeling
- Adaptability

SOFTWARE

- Clip Studio Paint
- Adobe Photoshop
- Blender

EDUCATION

2022-2026

UNIVERSITY OF MICHIGAN

- Bachelor of Fine Arts & Design
- GPA: 3.87

HALINA NGUYEN

GAME ILLUSTRATOR / 2D ARTIST

OBJECTIVE

Dedicated and creative artist seeking to create high quality 2D illustrations and assets for video games.

EXPERIENCE

- BG Artist/Illustrator** April 2025 - present
Miyasof (volunteer)
 - Design, ideate, and fully render backgrounds for Intertwined
 - Illustrate promotional and social media posts for the studio's mascots and characters
 - Style matched and referenced early 2000's visual novel game styles
- Logo/Cover Artist** January 2025 - February 2025
Guided by the Forest (volunteer)
 - Created concepts and final artwork for cover and logo with directors' vision on a tight deadline for a game jam
 - Storyboarded and 2D animated overlay clip for game menu
- CG Artist** October 2024 - January 2025
Golden Bonds (volunteer)
 - Illustrated 7 CG's in full color and black and white comic style consistent with sprite and background artists' styles
 - Created concepts for each CG based on writer and director's briefs and feedback
- 2D Prop/Promo Artist** March 2024 - July 2024
Chromatic Agape (volunteer)
 - Designed multiple props from sketch to finish with references and frequent feedback
 - Created concepts for promotional art with the art department lead
- 2D Artist** September 2023 - December 2023
WolverineSoft (student)
 - Illustrated promotional material including cover art and trailers for Tails of War
 - Collaborated with artists and designers to create concepts for assets of buildings, UI and props for a 3D pipeline