

# AMBER QU

ILLUSTRATOR & CONCEPT ARTIST

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[PORTFOLIO](#) | [ARTSTATION](#) | [LINKEDIN](#)

## EDUCATION

### New York University

BFA in Game Design

Minor in Studio Art

- 3.9 GPA

Aug 2022 - May 2026

## SKILLS

- Concept Art & 2D Illustration
- 2D & 3D Game Development
- UI | UX Design
- 3D Modeling
- Motion Capture
- Sequential Art

## TOOLS

Adobe Creative Cloud

- Photoshop, Illustrator, Designer, Painter

Procreate

Unity & Unreal Engine

Maya & Blender

## WORK EXPERIENCE

### 370J MEDIA COMMONS

Production Assistant

NEW YORK, NY

Jan 2024 - Present

- Collaborate with designers to create illustrations, concept art, graphic designs, and 3D virtual productions for branding and social media purposes using Illustrator, Photoshop, and Unreal Engine.
- Provide workshops/training, and technical support for up to 2k+ reservations yearly in 6 motion capture spaces, computer labs, and other on-site areas containing projection, computer, and A/V equipment.

### AQUKAY

Independent Artist & Owner

NEW YORK, NY

Sept 2022 - Present

- Create indie comics, print merchandise, set up booths, and conduct transactions while tabling at conventions across America, including Anime NYC (100k+ attendees) and Anime Matsuri (43k+ attendees).
- Draw and deliver commissioned illustrations and graphic work for various clients, including YouTube brand illustrations for Youtuber TinyoNe Plays (22k+ followers) and btwBlue (6k+ followers).

### STRAIGHT SHOT STUDIOS

Illustrator (Aug 2024 - Jan 2025)

NEW YORK, NY

Jan 2024 - Jan 2025

- Design, cleanup, typeset, and format anime superhero-inspired comedy webcomic "Sidewalks" with 39k+ readers for a physical print using Photoshop. Soft launched at New York Comic Con 2024.

### Illustration Intern (Jan 2024 - May 2024)

- Collaborate with the comic artist as a colorist to produce webcomic "Sidewalks" with 39k+ readers.
- Create marketing graphics and illustrations to promote the comic.
- Format webcomic pages for a physical print using Photoshop.

### EGD COLLECTIVE GAME STUDIO ASPEN

Senior Artist Fellow

NEW YORK, NY

Sept 2023 - Jan 2024

- Distributed work, held critiques for 3 Junior Artists' work, and kept deadlines for the team.
- Created concept art and assets in Blender and Photoshop for weekly game jams in teams of 5.

## PROJECTS

### SURFOBIA | ACTION EXTREME SPORTS SKATING GAME

Lead Concept Artist, 3D Modeler & Level Designer

NEW YORK, NY

Nov 2024

- Collaborated with a team of 6. Conceived and created 3D environments, props (Blender), and level design (Unity).
- Created three locations that emphasize different aspects of skateboarding. (Procreate) Each location has an eerie feeling while still maintaining the camp and loud aesthetic of early 2000s skateboarding.

## AWARDS

### NYU Tisch Scholarship Recipient

September 2022

### Tisch Pro Funds Grant Recipient

January 2025

- Selected by faculty and deans of Tisch School of the Arts to foster collaboration between different disciplines.
- Awarded \$2500 to spearhead an web-based documentary that allows for user interaction.

### Outstanding Service and Leadership

May 2025

- Awarded to one of thirty Media Commons Staff.

## INTERESTS

Tetris Collegiate Esports, Visiting Cat Shelters, Contributing to Fan Zines.