

AMBER QU

ILLUSTRATOR & CONCEPT ARTIST

AMBERQU.Q2@GMAIL.COM
(713) 775 0234 | NEW YORK, NY
[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. Concepted 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.