

# Patricia Marie Hung

Character Design | Concept Art

[info@PatriciaMHung.com](mailto:info@PatriciaMHung.com) | Port Moody, BC, Canada | <https://www.patriciamhung.com>

## Skills / Qualifications:

- Adobe Photoshop
- Clip Studio Paint
- Procreate
- Autodesk Maya
  
- Over 12 years experience in Animated TV series production.
- Art Direction experience.
- Attended weekly episode kickoff meetings with client show runners, producers and directors.
- Ability to align with style and sensibility of show.
- Ability in producing traditional or digital sketch ideas and iterations demonstrating solid drawing fundamentals, rendered artwork, and draftsmanship skills.
- Enthusiasm in sharing creative ideas and working to improve designs with the team.
- Ability to stay organized to meet deadlines.
- Positive attitude with the ability to be flexible.

## Education:

### • Schoolism Art Programs

Certificate – Expressive Characters  
Aug 2022-Nov 2022

### • Art Institute of Vancouver

Diploma – Animation Art & Design  
2008-2010

## Languages:

- English
- Tagalog

## Experience:

### Netflix | *Freelance Character Designer*

Dec 2023 - Feb 2024

- Designed characters for two development projects.

### Total Characters LLC | *Freelance Character Designer*

Oct 2023 - Jan 2024

- Created character designs for a show pitch bible.

### Atomic Cartoons | *2D Character Designer*

Sep 2023 – Nov 2024

- Developing character designs, colors, redress, special poses, model sheets, expression sheets, and props for *Netflix Dr. Seuss - Red Fish Blue Fish*.

### Atomic Cartoons | *CG Senior Designer*

Sept 2021 - Jul 2023

- Collaborated with the Art Director to refine designs and 3D models, reviewing client feedback, and providing feedback on assets for *Netflix Cocomelon Lane*.
- Created character concept, wardrobe, and marketing sketches, enhancing project visuals.

### MilkCow Media | Westbrook Studios | ROKit Games | Guru Studio | CushyToys *Freelance Character Designer | Product Illustrator*

2020 - 2022

- Developing character designs, wardrobe, and illustrations for 2D and 3D animation, games, and toys.

### Bardel Entertainment | *Senior Designer*

Oct 2020 - May 2021

- Designed characters, wardrobe, model sheets, and collaborated on model refinement for *Disney Junior's Super Kitties*.

### ICON Creative Studio | *Senior Character Designer/ Concept Designer*

Jul 2016 - Oct 2020

*Netflix Super Monsters, Disney Junior's Firebuds, Disney Junior's Pupstruction, Peacock's Supernatural Academy, ICON's IP Rocket Club*

- Assisted in Art Direction responsibilities such as collaborating with modelers through providing feedback and paintover for character builds, as well as providing character design feedback to the design team.
- Managing marketing and end credit stills by creating character poses, setting up background and cameras using Maya; in charge of approvals on final renders.
- Tested character face rigs in Maya, reviewing and discussing facial range of motion with the Rigging and Animation departments.
- Designed characters and props, created traditional and digital sketches, rendered artwork, turnarounds, expressions sheets for several shows including ICON's IP development projects and pitches.

### ICON Creative Studio/Nerd Corps Entertainment | *CG Animator*

Jan 2011 - Jul 2016