

Patricia Marie Hung

Character Design | Concept Art

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Skills / Qualifications:

- Adobe Photoshop
- Clip Studio Paint
- Procreate
- Autodesk Maya
- 12+ years experience in Animated TV series production.
- Assisting in Art Direction through collaboration with Modeling, Rigging, and Animation teams.
- 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:

Mainframe Studios | Senior Designer

Jul 2025 - Present

- Designed characters and props for CG animated series.

Copernicus Studios | Character/Prop Designer

May 2025 - Jul 2025

- Developed characters and props for 2D animated series.

Netflix | Freelance Character Designer

Dec 2023 - Feb 2024

- Designed characters for two development projects.

Atomic Cartoons | CG Senior Designer / 2D Character Designer

Sept 2021 - Jul 2023 , Sept 2023 - Nov 2024

- Developing character designs, colors, special poses, model sheets, expression sheets, and props for 2D series *Netflix Dr. Seuss - Red Fish Blue Fish*.
- Teamed up with the Art Director to enhance designs and 3D models for CG series *Netflix's Cocomelon Lane* based on client feedback.
- Created character concepts, and marketing sketches, enhancing project visuals.

MilkCow Media/Westbrook Studios/ROKit Games/Guru Studio/CushyToys /Total Characters LLC/ etc. | Freelance Character Designer & Illustrator

2020 - 2024

- Developing character designs and illustrations for 2D and CG animation, games, toys, and show pitch bibles.

Bardel Entertainment | Senior Designer

Oct 2020 - May 2021

- Designed characters, 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

- Supported Art Direction by collaborating with modelers, offering feedback and paintover on character builds, and giving input on character design.
- Oversaw marketing and end credit stills by crafting character poses and arranging backgrounds and cameras in Maya while handling final render approvals.
- Evaluated character face rigs in Maya, collaborating with the Rigging and Animation teams to assess facial movement.
- Designed characters and props, including 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