

# Jaden Tseng

CHARACTER CONCEPT ARTIST

Toronto, Ontario

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## Highlights

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- I'm a dedicated and passionate concept artist who is always striving to improve and learn new things
- I currently specialize in the genres of horror and dark fantasy for my character designs
- Experienced with a variety of softwares such as Adobe Photoshop, Blender, and Aseprite

## Skills

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- **Software Experience:** Adobe Photoshop, PureRef, Blender, Aseprite
- **Soft Skills:** Character Design, Attention to Detail, Teamwork, Concept Art, Graphic Design

## Projects

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### Stuck at Lv. 1 - 2D action roguelike RPG

SEP. 2023 - APR. 2024

- Developed a game in Unity titled **Stuck at Lv. 1** alongside three other members where I took on the role of character, concept, and pixel artist, as well as UI designer
- Compiled reference boards, created several character concepts and illustrations while also designing some of the game's UI.
- Learned pixel art to create character and environment sprites, as well as various UI elements.

### Trend Hopper! - 2D Dress-up and Rhythm Game

JAN. 2023 - APR. 2023

- Developed a game in Unity titled **Trend Hopper** alongside seven other members where I took on the role of a character artist and UI designer.
- Created 100+ assets for the game ranging from character sprites to UI elements.
- Gained experience working in a collaborative team setting where each member had to meet strict deadlines and collaborate with one another to complete tasks.

## Awards

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### 3rd Place People's Choice Award at Level Up Showcase 2023

APR. 2023

- **Trend Hopper** won **3rd place** out of 100 other games in the **People's Choice Award** at the **Level Up Student Showcase 2023** held in Toronto.

## Education

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### York University

SPECIALIZED HONOURS B.A IN DIGITAL MEDIA - GAME ARTS

Toronto, Ontario

Sep. 2020 - April 2025

- Completed courses in a variety of areas such as 3D Modelling, Animation, Game Development, and Interactive Digital Media.

## Experience

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### Scorched Animation

CHARACTER CONCEPT ARTIST

Toronto, Ontario (Remote)

February 2026 - Present

- Design characters with complete turnarounds for animation production.
- Adapted designs based on feedback from art director.
- Managed deadlines and delivered work on time.