



VANESSA NAKASONE

Character Designer
& Concept Artist

Phone: 949.922.6101
Email: vannakasonee@gmail.com

LINKS

Portfolio:
vannakasone.com

LinkedIn:
linkedin.com/in/vanessanakasone

SKILLS

Illustration, Character Design, Visual Development, Animation & Game Design, Organizational & Management Skills

SOFTWARE

Adobe Creative Cloud: Photoshop, Illustrator, InDesign, Premiere Pro

Autodesk Maya, Sketchup, Storyboard Pro

Microsoft Office Suite: Word, Excel, PowerPoint

RECOGNITIONS

ArtCenter Provost's List
ArtCenter UG Scholarship

EXPERIENCE

◆ Hip Flask Games - Concept Artist, July 2025 - Present

The Bureau of Fantastical & Arcane Affairs

- Designed 2D character and prop assets in Photoshop for the 3D art team; including turnarounds, expressions sheets, and final call-out pages.
- Participated in weekly meetings with 3D modelers to ensure artistic vision aligns with the game's overall design and narrative.
- Collaborated with the team to create an Art Bible/Style Guide, providing comprehensive guidelines to ensure visual consistency in the overall artistic style and design.

Lyterian Games - Concept Artist, July 2025 - Present

Seeing Red

- Responsible for designing early 2D concept sketches in Photoshop for the 3D art team; including turnarounds and expression sheets of character and costume designs.
- Participated in weekly team meetings to ensure character anatomy, costume design, and visual consistency.

Safe Ninos - Visual Development, July 2022 - April 2023

Coaniquem International Studio

- Collaborated with the Burned Children Foundation to create an educational animatic, "Santi Scouts".
- In charge of visual consistency, including assisting with animatic storytelling and redesigning existing characters and props.

Slice of Life - Character Artist, January 2023 - April 2023

Animation Capstone Film

- Created 20-30 character designs weekly using Photoshop..

Zeke's Magic Plant Shop - Background Artist,

January 2022 - April 2022

Animation Capstone Film

- Assisted in designing and painting backgrounds through line art, color blocks, and lighting.

EDUCATION

◆ Bachelor of Arts (BA) September 2019 - May 2023

Art Center College of Design, 3.71 GPA; Honors

Minor in Business and Design Matters: Social Innovation

Entertainment Design Portfolio Prep

October 2024 - May 2025

Vehicle and Interior Design for Animation with Ben Kim