



HI! I'M POKY WU

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pokywu.com

## PROFESSIONAL EXPERIENCE

### Storm8 Foster city

Lead Artist

Feb 2019 - Current

Managed and worked with in-house artists, outsourced content, and freelancers to create final in-game content. Worked on concepts, game features, and implementation for Property Brothers Home Design and Home Design Makeover.

### Littlelights Sunnyvale

Mar 2018 - Nov 2019

Art Lead

Responsibilities Worked with founders to create an AI technology kids educational app. Worked on UI/UX, characters concept, and contents. Created the style guide for the contents. Managed and led the whole Chinese art team, outsourced artists, and in-house artists.

### Lumosity San Francisco

April 2016 - Feb 2018

Senior Game Artist

Worked closely with engineer and creative director to conceptualize and deliver high-quality games in Lumosity app and Lumosity website. Responsible for wireframe, UX, user testing, concept, production art, marketing art, and animation.

### Storm8 Redwood city

Senior 2D Artist

Jan 2012 - April 2016

Worked closely with the art director, game designers, and art leads to conceptualize and deliver high-quality character design, environment design, and 2D/3D mobile game art for Bubble Mania, Jewel Mania, Candy Blast Mania, restaurant story 2, Bakery Story 2.

### Disney DIMG, Playdom Inc. San Francisco

2D Artist

May 2010 - Dec 2011

Conceptualize and deliver high quality production art for social game Market Street, and unannounced Disney Title.

## EDUCATION

### Academy of Art University, San Francisco, California

Jun 2004 - Dec 2007

Master of Fine Arts in 3D Animation and Visual Effects

## SKILLS

- Proficient in Adobe Photoshop CC, Illustrator CC, and Unity.
- Basic understanding of Spine, InVision, Adobe XD, Zeplin, and Sketch.
- Skilled at concepts new ideas and executing in multiple art styles to suit production needs.
- Understanding of 3D animation, modeling, and texture in Maya.

References: Available upon request