

TIFFANY HAYASHI

Artist in Los Angeles, CA | tiffhayashi@gmail.com

EXPERIENCE

Walt Disney Games, Glendale, CA

Artist (2015–Present)

Worked in the pre-production, production, and post-production of various mobile, console, and computer games in collaboration with in-house producers, game designers, writers, and art leads; as well as representatives from various external developers.

Art production tasks include but not limited to generating UI assets, mockups, and flow charts; character and environment concepts; marketing images such as app icons, key art, screenshots, and logo designs; and providing both drawn and written feedback for assets created by external vendors.

Art lead tasks involve attending regular sync-up meetings with external developers around the globe; working closely with producers and franchise owners to facilitate art asset tracking and approval pipeline; and researching for and creating art direction documents.

ThatGameCompany, Santa Monica, CA

Concept Art Intern (2014)

Worked with art director “Jacky” Ke Jiang, creative director Jenova Chen, and production artist Yui Tanabe to produce screenshot paintovers, character designs, and environment concept art during early development for Sky: Children of The Light. Created the original concept which later inspired the final logo design for the game.

Rare, Twycross, UK

Guest Streamer (2021)

Invited by Status Effect founder Joe Rowley to host The Gallery, a Sea of Thieves Television show streamed on the official Twitch channel showcasing creatives within the community.

Twitch, San Francisco, CA

Freelance Artist (2018)

Worked closely with community manager Kyle Redington and interior design manager Krystle Louie to create three murals for the cafe and dish drop areas of the new Twitch HQ.

Freelance Artist (2021)

Worked closely with internal communications managers Erin Fan and Sarah Irvin to illustrate a cover page for a cookbook.

Affiliate Streamer (2017–Present)

Part-time art streamer on Twitch. Created custom emotes, loyalty badges, stream overlays, panels, and promo images; maintained a steady queue of content; utilized OBS Studio and its associated plugins; and leveraged various stream bots to enhance the streaming experience.

EDUCATION

Art Center College of Design, Pasadena, CA (2010–2014)

Bachelor of Fine Art in Illustration - Entertainment Art
Valedictorian Graduating with Distinction GPA 3.96

SKILLS

Proficient

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Google Sketchup
OBS Studio
JIRA
Trello
Airtable

Knowledgeable

Maya
Adobe Premiere

Languages

English
Mandarin