

sandra chang-adair

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skills

Adobe Photoshop, Illustrator, After Effects, Clip Studio Pro and Corel Painter

experience

- KONAMI GAMING** *2016 - 2020* *LAS VEGAS, NV*
Art and Animation for casino slot games: "Lunar Returns", "Barkin' Baker", "Sparkling Roses - Multiplier Blast", "Fairy Sweep", "Pride of Riches", "Buckin' Bucks", "Majestic Moon", "Sparkling 7's" and "Celestial Moon Riches - Eclipse Prize"
- TYS CREATIVE** *2013 - 2016* *MONTEREY PARK, CA*
Graphic Design for Amazon/Sony's 4K HDTV Website; Graphic Design for Disney's Heart Strong Sizzle 2012 and 2014; Illustrations for Southern California Edison's (SCE) Guzzler Appliances and Businesses; Artwork and Design for SCE's Home Energy Guide Website; Artwork and Design for Toshiba's 2009 Back-to-School Dog Campaign; Snowman Artwork and Website Design for Toshiba's 2008 Holiday Campaign; Website Design for Epson's Award-Winning Ensemble HD Website; Artist of Key Art and Graphic Design for Goldhil Entertainment DVD Packaging; T-shirt Designs and Style Guide for Wynn Resorts in Las Vegas; Illustrations and Design for Epson's School Banners and Posters for Epson's Large Format Printers, Pencils of Key Art for Mattel's "Batman Returns Gotham Glider" Toy Packaging; Illustrations of Toy Assembly and Instructions for Mattel's "Superman Returns" Game, Illustrator on Toy Packaging for Armed Forces
- SQP INC** *2012 - 2015* *COLUMBUS, NJ*
Created 48-page Pin-Up Art Book, "Steampunk Rising: The Art of Sandra Chang-Adair"
- IMAGINE PUBLISHING** *2009 - 2012* *BOURNEMOUTH DORSET, UK*
Regular Contributor of Tutorials and Artwork for "Corel Painter Official Magazine", "Digital Artist Magazine", "Fantasy Art Magazine", and "Advanced Photoshop Magazine"
- LARRY FLINT PUBLICATIONS** *2009 - 2012* *LOS ANGELES, CA*
Illustrator of 14 Pin-ups for "Hustler Magazine"
- ALDERAC ENTERTAINMENT GROUP** *2010* *ONTARIO, CA*
Illustrations for "Phase" CCG Cards
- WHITE WOLF, INC** *2008 - 2009* *STONE MOUNTAIN, GA*
Illustrations for Vampire of the Masquerade "Vampire of the Eternal Struggle" and "Keepers of the Tradition" CCG Cards
- ADDRENALIN MEDIA** *2006* *CULVER CITY, CA*
Artwork for "Land Of The Merry Misfits" Movie Opening Title Sequence
- APG MEDIA** *2003 - 2007* *ORANGE COUNTY, CA*
Staff Illustrator for "Inside Kung-Fu Magazine" Editorial Articles
- MATTEL** *2000* *EL SEGUNDO, CA*
Illustrator for Board Game and Playing Pieces – "Barbie® of the Swan Lake" and "Barbie® of the Princess and the Pauper"
- TRANSCONTINUITY** *1998 - 2000* *BURBANK, CA*
Illustrator on Mattel's "A Bug's Life" and "Toy Story" Board Games; Mattel's Toy Packaging for "Kerplunk", "Toss Across", "Rebound", "Booby Trap", "Eightball"; N-Sync's Video Storyboards; Universal Studios' "Wild, Wild West" Mural and Conceptual Artwork for Theme Park Design in Germany

education

CG Master Academy (CGMA) Online Classes in Color and Light, Fundamentals of Architecture
Concept Art Academy, Pasadena, CA. Class in Environment Design
Art Center College of Design, Pasadena, CA. Class in Graphic Design
Columbia College, NYC, New York. Bachelor of Arts in Computer Science