



# Leanne Huynh

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## Education

University of California, Irvine  
Bachelor of Arts, Studio Art  
Concentration: Digital Art  
Minor: Art History

## Media

- Adobe Photoshop
- Corel Painter
- Charcoal
- Graphite
- Oils

## Shipped Titles

- Wildstar
- World of Warcraft
- Diablo 3
- Starcraft 2
- League of Legends

## Relevant Experience

Carbine Studios/NCSoft (June 2014 - June 2015)

2D Artist/Illustrator

- Create and iterate on art assets for post-production teams to help promote IPs

Blizzard Entertainment (Oct 2004 - Aug 2007, Nov 2010 - May 2013)

Media Artist

- Apply understanding of composition, color, light, Blizzard quality, and art styles to produce promotional art assets
- Work with art directors, lead designers, and producers in order to ensure quality of game assets released to the public
- Be flexible in order to shift tasks on the fly and meet tight deadlines
- Mentor and train junior artists

Riot Games (May 2009-August 2009)

Art Intern/Additional Concepting

- Worked directly with Lead Creative Designer and Art Director to concept and iterate on character designs for League of Legends
- Participated in video capture trailers for promotional marketing purposes
- Assisted community manager with the League of Legends Developer Blog



References furnished upon request