



# Byungmin Kang

Concept Artist  
Illustrator

## CONTACT

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## EDUCATION

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|-----------|--|
| 2022–Now  | <b>Hongik University (MA/Seoul, S. Korea)</b><br>Game Graphics |
| 2015–2020 | <b>Rhode Island School of Design (BFA)</b><br>Illustration     |

## EXPERIENCE

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|---------|---|
| 2021    | <b>Game Artist</b><br>81 Scales<br><br>Produced game art for the 3D third person action puzzle game “Dan-bi”.<br>Produced concept art, illustration, UI, background 3D modeling, texturing and Unity visual effects.<br>Dan-bi’s demo version is now being playtested.    |
| 2020    | <b>Special Award</b><br>Korean Unification Board Game Production Contest<br><br>Co-produced the board game “Hanbando Tycoon” under the theme of peaceful unification of Korea.<br>Produced game card and box illustrations.<br>Received the special award in the contest. |
| 2018    | <b>Concept Art Intern</b><br>Universal Phoenix Group LLC<br><br>Participated in the production of animation “Swords & Scales” as a concept art intern.<br>Produced character concept arts and illustrations.  |
| 2017–18 | <b>Concept Artist/Illustrator</b><br>Brown-RISD Game Developers<br><br>Participated in Brown-RISD Game Developers Club as a concept artist and illustrator.   |

## SKILLS

PHOTOSHOP  
ILLUSTRATOR  
INDESIGN  
MAYA  
BLENDER  
SUBSTANCE PAINTER  
UNITY