Corwin Herse Woo
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Experience

Marvel Studios Animation- June 2022 to March 2023

Visual Development Artist
> -Use painting and 3d modeling programs to design environments and props.
> -Work closely with the previs team to create environment designs that emphisize the action and story of the boards.
> -Design the color and line quality of objects and environments to give the 3D animation an illustrative, comic book style.

Netflix - July 2019 to June 2022

Background Designer/Visual Development Artist
> -Create Layouts and finished Background line art ready to be finished by the BG paint team.
> -Design props and characters that emphasize the narrative of the show.
> -Paint matte paintings to fit in with and extend CGI environments.
> -Paint color keys that indicate color and lighting direction to be used by background painters.

Visceral Games - Dec. 2016 to Nov. 2017

Sr. Concept Artist
> -Create designs for characters and environments that reflect and enhance the narrative and gameplay of the project.
> -Collaborate with fellow concept artists, modelers and game designers to create an immersive playable experience.

Hangar 13 - June 2013 to Nov. 2016

Concept Artist
> -Create character designs that reflect the narrative of the game.
> -Design and paint illustrations for marketing.
> -Develop concepts for levels using knowledge of game engine mechanics that add depth and immersion to the game.

LucasArts - Sept. 2012 to May 2013

Concept Artist
> -Develop 2D and 3D concepts for environments within the world of the game.
> -Develop concepts for levels using knowledge of game engine mechanics that add depth and immersion to the game.

Education

San Jose State University
Bachelor of Fine Arts: Animation/Illustration - emphasis in visual development