

JinHa Kang

**Environment Concept Artist /
Visual Development**

CONTACT

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ABOUT ME

Concept artist focused on environment design and visual development for animation and games. Combines strong drawing fundamentals with an interest in storytelling, world-building, and atmospheric environments. Experienced in developing environment concepts and assets through collaborative animation and game projects.

EDUCATION

Bachelor of Fine Arts - Animation, Cum Laude

2022 - 2026

Savannah College of Art and Design (SCAD), Georgia, USA

WORK EXPERIENCE

Environment Concept Artist, *Marionette* — Independent Team Game Project

June 2026 - Present

- Developing environment concept art and background visuals for an independent game project, translating narrative and visual requirements into immersive environments.
- Exploring environment layouts, architectural details, mood, and composition to establish distinct visual identities for in-game locations.
- Iterating on concepts based on team feedback and project needs through weekly collaboration with four other team members,
- while maintaining consistency with the game's developing visual direction.

Co-Art Director, Environment Concept *AThe Memory Clocksmith* — Graduation Film, 3D Animation

June 2025 - May 2026

- Designed the film's main environment: a magical clock shop where the main character interacts with a hero asset and the story unfolds.
- Developed 15+ original environment assets, from initial design exploration through final visual development.
- Contributed to the film's overall art direction by creating mood paintings and visual guides to establish the project's atmosphere, color direction, and overall environmental style.
- Led the overall art book production by establishing visual direction, providing key design ideas, and ensuring consistency across all chapters by collaborating closely with a five-member production team.

Teaching Assistant, Gongteo English Academy, South Korea

July 2023 - Dec 2023

- Led phonics and English listening activities for elementary and middle school students.

SOFTWARE SKILLS

Blender - Environment blockouts, 3D layout exploration, basic lighting

Photoshop - Digital painting, paintover, photobashing, image editing

Clip Studio - Digital painting, linework, ideation sketches

Illustrator - Vector graphics and design

Premiere Pro - Basic video editing and presentation

LANGUAGE

Korean - Native

English - Fluent

HONORS & AWARDS

Featured Artist, SCAD Catalogue Flip Book

2024

Self portrait selected among students for inclusion in the 2024 - 2025 SCAD Catalogue Flip Book as part of featured student work

Third place

2021

SCAD Challenge Scholarship competition, Personal Project "When I am on a Diet", SCAD, USA