



CLARISSA GANI

CONCEPT DESIGN | VISUAL DEVELOPMENT

Contact	Software	Skills	
Email: ganiclarissa@gmail.com	Photoshop Illustrator Procreate	Concept Art	Art Direction
LinkedIn: Clarissa Gani	Maya ZBrush Spine 2D	Environment Design	Worldbuilding
Website: cganiart.com	Unreal Engine Substance Designer	Character Design	Gameplay Readability
		Visual Development	Production Pipelines

Experience

Art Director & Lead Artist

Battle of Khaltosia - Jakarta, Indonesia (Hybrid)

Aug 2023 - Present

- Led visual development and defined the project’s artistic direction across gameplay, packaging, and marketing.
- Created character art, narrative illustrations, card layouts, packaging, and iconography assets.
- Designed and produced cohesive marketing materials to establish a unified brand presence.

2D Art Generalist

Haiground Games — Remote

Apr 2026 – Aug 2026

- Developed creature, environment, and vehicle concepts within a collaborative indie game team.
- Collaborated with concept artists and 3D pipelines to create gameplay-ready production assets.

2D Game Artist

Nightveil Game Studio — Remote

May 2026 – Present

- Led the concept & creation of 2D gameplay assets from concept to final implementation, maintaining visual consistency across art direction.
- Created sprite sheets and animation frames for characters, enemies, and gameplay objects.

Thumbnail Illustrator

Pocket FM — Los Angeles, California (Remote)

Feb 2026 – Apr 2026

- Created audiobook cover illustrations emphasizing composition, atmosphere, and storytelling.
- Translated narrative briefs into cohesive character, prop, and environment-driven visuals.

Graphic Designer

Garena — Jakarta, Indonesia

May 2023 – Aug 2023

- Designed promotional visuals, social media assets, and in-game banners across multiple formats and resolutions for Free Fire.
- Created key visuals for Free Fire’s 7th Anniversary campaign and collaborated on animated marketing content.
- Researched and presented a new game mode proposal to support gameplay development initiatives.

Freelance Illustrator & Concept Designer

Remote

Sept 2023 – Present

- Produced, character art, environment illustrations, concept designs, and animations for commercial and private clients.
- Adapted visual styles across fantasy, narrative, and game-related projects while delivering production-ready artwork.

Education

Bachelor of Arts - Illustration, Entertainment Arts

ArtCenter College of Design, Pasadena, CA (2021-2025)

GPA: 3.735 (With Honors) | Scholarship (2021-2025)
Provost List (2024-2025)

Associates in Arts - Arts and Letters Emphasis

DeAnza College, Cupertino, CA

GPA: 3.74 (Magna Cum Laude) | Dean’s List (2021-2021)

Awards

Society of Illustrators

68th Annual Exhibition Jury Award (2026)

Languages

English (Native)

Indonesian (Advanced)