



Clarissa Gani

Concept Design | Visual Development

Contact

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Software

Adobe (Photoshop, Illustrator, InDesign),

Procreate, Unreal Engine, Maya, ZBrush,

Substance Designer, Figma, Canva

Skills

- Creative Direction
- Style Adaptability
- Time Management
- Quick Communication
- Team Collaboration
- Fluent English
- Intermediate Indonesian
- Basic Mandarin

Education

- Bachelor of Arts - Illustration, Entertainment Arts
ArtCenter College of Design, Pasadena, CA 2021-2025
GPA: 3.735 (With Honors)
- Associates in Arts - Arts and Letters Emphasis
DeAnza College, Cupertino, CA 2020-2021
GPA: 3.74 (Magna Cum Laude)

Awards

- ArtCenter College of Design
Scholarship (2021-2025)
Provost List (2024-2025)
- DeAnza College
Dean's List (2021-2021)
- Society of Illustrators
68th Annual Exhibition, Jury Award

Experience

- Pocket FM Feb 2026 - Present
Thumbnail Illustrator - Los Angeles, California
 - Led end-to-end visual development for audiobook covers, creating exploratory thumbnails that explored composition, color, atmosphere, and storytelling clarity before refining selected concepts.
 - Translated narrative briefs into cohesive character, prop, environment, and logo designs that accurately captured the story's tone and themes.
 - Delivered polished, production-ready visuals within a focused three-week turnaround, managing the process from concept to final execution.
- Art Director & Lead Artist Aug 2023 - Present
Battle of Khaltosia - Jakarta, Indonesia (Hybrid)
(Unannounced Game - Under Development)
 - Led the full creative pipeline from concept to final delivery, defining the product's visual identity across gameplay art, packaging, and marketing.
 - Illustrated all creative assets including but not limited to character art, narrative pieces, product packaging, card layout, and iconography.
 - Designed and produced cohesive marketing materials to establish a unified brand presence.
- ArtCenter College of Design Jan 2024 - Apr 2024
Teaching Assistant - Pasadena, CA
 - Managed student work, facilitated communication between instructor and students, and provided in-class critiques and draw-overs.
- Graphic Designer May 2023 - Aug 2023
Garena, Free Fire Mobile Game
 - Developed promotional social media posts and weekly in-game banners across various sizes, strengthening Free Fire's marketing campaigns and elevating the visual experience for players.
 - Conceptualize and drew an original key visual illustration to commemorate Free Fire's 7th Anniversary. Worked with video editors to to animate the illustration for social media use.
 - Researched and pitched a comprehensive presentation outlining a new game mode proposal to the Chinese branch to enhance Free Fire strategic gameplay experience.
- Illustrator and Concept Designer July 2019 - Present
Freelance
 - Produced character art, environmental illustrations, and concept designs for private commissioners.