



# Hans Tseng

Illustration and Design

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## Profile

I'm an illustrator based in Los Angeles with a focus in characters and environments. My main sources of inspiration come from TV animation and video games, and my work is primarily based around those fields.

## Skillset

- + BG Layout and Paint
- + Character Design
- + Color Styling
- + Vector Graphics
- + 2D Animation

## Clients

- 2014 – Present **Cartoon Network**  
Background Paint, Color Styling; Steven Universe
- 2017 – Present **Redwood Ventures**  
Toy Design; Unannounced Project
- 2017 – Present **Sega**  
Background Art; Unannounced Project
- 2013 – 2016 **Frederator Studios**  
Art Director, Background Art, Character Design, Logo Design; Bee and Puppycat  
Background Art; The Summoning
- 2014 – 2014 **Playtika**  
Senior Artist, 2D animation, vector backgrounds, characters, props, slot machine design; Bingo Blitz
- 2014 – 2014 **World Wildlife Fund**  
Lead Artist, character design, UI design, background art; WWF Explore!
- 2011 – 2014 **Grab Games**  
Lead Artist, character design, UI, background paint, animation,; Hero Havoc  
Senior Artist; Gold Miner Rush, Gold Miner Go, 777 Slots
- 2012 – 2010 **Intrinsic Games**  
Art Director, pixel art, animation, character sprites, environments, UI design; Penguin Patrol, Amoebattle
- 2011 – 2011 **Viacom**  
Vector characters, props, environments, skeletal animation system design; Neopets: Treasure Keepers
- 2011 – 2011 **Meteor Games**  
Vector characters, props, animation; Island Paradise