

JIM LUONG

ARTIST AND AI GAME DEVELOPER



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<https://jimluong.com>



INDUSTRY EXPERIENCE

Doghouse Pixels

Present

Founder

Created an independent 3D drink-making game with AI-assisted development, directing the visual style, characters, interface, gameplay, pouring mechanics, customer interactions, and mobile performance.

Big Viking Games

2025 - Present

2D Artist / Animator

YoWorld

Creating and animating fashion items and props to bring engaging game assets to life.

Electronic Arts

2020 - 2024

Senior Artist

Covet Fashion

Increased background productivity by 15% with a new template. Reviewed art from over 20 remote artists. Created a clothing design set that sold over \$100K in one week.

Artist

Kim Kardashian: Hollywood

Designed weekly clothing sets, boosting background productivity by 30%, and led a remote team of two artists.

Glu Mobile

2019 - 2020

2D Artist

Originals: Interactive Story Series

Rendering backgrounds, scenes, and character clothings.

Carbonated Inc

2017 - 2018

Artist

Racing Rivals: World Tour

Transitioned a new team into Racing Rivals and lead an art overhaul for Racing Rivals: World Tour.

Artist

Madworld

Collaborated closely with the art director to develop key art and concept art.

Glu Mobile

2015 - 2017

Associate Artist

Racing Rivals

Designed app icons, car wraps designs, in-game items, loading screen, etc.

EDUCATION

BrainStation - UI Design

2025

Brainstorm School

2018 - 2020

Concept Design Academy

2016 - 2017

Honours Bachelor of Illustration (BI)

2010 - 2014

Sheridan College

PROGRAMS

ChatGPT / Codex, Figma, Unity, Unreal Engine, Photoshop, Illustrator, Animate, Substance Painter