



JUANITA
WIJAYA



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VISDEV | CHARACTER DESIGNER | BACKGROUND PAINTER

Hi, I am Juanita Wijaya, a visual development artist based in Indonesia. My artistic journey involves crafting paintings that skillfully convey storytelling through stylized illustrations.

Throughout my three years in the industry, I have had the privilege of collaborating with various studios and delivering diverse art in the creative industry.

AWARD

- **Hall of fame shortlisted | 2019**
Issued by The One Academy
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Issued by The One Academy
- **Rookies Award Finalist | 2020**
Rookies Award Finalist draft selection in player level

EDUCATION

- **The One Academy | 2017-2020**
Diploma in Illustration in Movie and Game Art

EXPERIENCE

- **Freelance Illustrator | 2020 - present**
Accepting commissions for character design and illustrations
- **Concept Artist in Tenten Studio | 2020 - 2021**
Worked on photobashing an environment concept art
- **Art Lead in Zujabeast Studio | 2021 - 2022**
Worked on art directing for a mobile game illustration
- **Mentee on Women in Animation | 2023**
Mentorship circle "Getting into the International Animation & VFX Industry" with Tiffany Feeney
- **Concept Artist in Legendar Game Studio XXI Inc | 2023**
Worked on environment, character design, and 3D base modeling
- **Concept Artist in Gimbal Zen | 2023**
Worked on character design, props, and environment concept art

SKILL

- Digital Illustration
- Character Design
- Visual Development
- Background painting
- Basic 3D Modeling
- Color design

SOFTWARE

- Adobe Photoshop
- Adobe Illustrator
- Blender
- Procreate

LANGUAGE

- Indonesia (native)
- English (professional working proficiency)