# Kay Tang

Kay Tang is a Freelance Concept Artist currently based in Manchester, UK. She specialises in prop and environment design, particularly for fantasy based projects.

Kay has worked for various companies such as Opus Artz, Grinding Gear Games, Luma Pictures and Shapefarm. During these experiences she contributed art to a wide variety of projects, including Elder Scrolls Legends, Path of Exile 2, TV series for Marvel, as well as other unannounced AAA game projects.

She started out doing art at a young age, growing up inspired by adventure games, books with talking dragons and summers in Hong Kong. She filled up lots of sketchbooks drawing in pencil and ink for many years, before making a leap to digital art and subsequently a high 3D workflow. Prior to her career, she studied Digital Animation at the University of Hertfordshire.

Outside of work Kay spends time building her own personal IP, Guiyun, a world where giants and humans find ways to live together. She also loves doing film photography, fermenting beans and playing nerdy songs on the ukulele.

https://www.artstation.com/kayta











