

EMI CHEN

Currently located in California
ConceptsbyEmi@gmail.com

www.ConceptsByEmi.com

EXPERIENCE

Cryptic Studios — *Freelance Environment Concept Artist*

March 2020 - PRESENT

Tippett Studio — *Concept Artist*

September 2017 - PRESENT

nCubate Studios — *Freelance 2D Artist*

August 2019 - Jan 2020

Working for WB Games on the Harry Potter Wizards Unite Game (This is an outsourcing studio)

Blizzard Entertainment — *Freelance Illustrator*

September 2016 - July 2017

HiRez Studios — *Freelance Illustrator*

December 2016 - February 2017

Blizzard Entertainment — *Concept Art Intern*

June 2016 - September 2016

Arkadium Inc — *Art Intern*

May 2015 - August 2015

EDUCATION

Rhode Island School of Design — *BFA Illustration 2017*

AWARDS

Girls Make Games Ambassador/ GDC Scholarship Recipient, 2017

SOKI International Design and Illustration Competition, Grand Prize Winner, 2017

The Rookies, Illustration Category, Finalist, 2016

Autodesk CG Student Awards, Student of the Year Finalist, 2015

Boston Festival of Indie Games Adobe Competition Winner, 2013

SKILLS

Illustration

Concept Art

3D Modeling

3D Texture Painting

Proficient in Photoshop, Illustrator, Premier, After Effects, Maya, zBrush, Mari, Substance, Clarisse, Renderman, Unreal, Unity

PUBLICATIONS

Book Illustration, **World of Warcraft Chronicle** (Volume 2), Dark Horse/ Blizzard Entertainment (March 2017)

"Madness", **2D Artist Magazine** (Issue 123, March, 2016) p62

"My Heart Will Go On", **Infected by Art** (Volume 3), Hermes Press (November 2015)

"Paint Fantasy Characters" **2D Artist Magazine** (Issue 110), 3DTotal (February, 2015) p98-107

"Reader FX Pose" **Imagine FX Magazine** (Issue 112), Creative Bloq (2014) p18-19