

Emily Chen

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OBJECTIVE Artist seeking an illustration, concept design, or digital art job in the entertainment industry.

PORFOLIO www.emichenart.com
WEBSITE PASSWORD: "emi"

EDUCATION **Rhode Island School of Design**
Major: Illustration; Minor: Film, Video, Animation
Class of 2017

EXPERIENCE **Tippett Studio**
Concept Artist (September 2017 - Present)
www.tippett.com

Blizzard Entertainment
Freelance Illustrator (September 2016 - July 2017)
www.blizzard.com

Hi-Rez Studios
Freelance Illustrator (December 2016 - February 2017)
www.hirezstudios.com

Blizzard Entertainment
Concept Art Internship (June 2016 - September 2016)
Job Responsibility: Created concepts for the creative development department, as well as illustrations for various games such as Hearthstone.
www.blizzard.com

3DTotal Publishing
Freelance Illustrator
www.3Dtotal.com

Arkadium Inc.
Game Art Internship (May, 2015 - August, 2015)
Job responsibility: created art concepts, designs, and assets for various games in development, as well as art works for marketing department.
www.arkadium.com

Zems Online TCG
Freelance Illustrator (2015)
www.zems.com

SKILLS **Extensive training in illustration**— Capable of creating quality, well rendered artworks using either traditional or digital mediums. Strong in figure and

environmental drawing. Highly skilled in digital painting using Wacom Cintiq or Intuos tablet and Photoshop.

Creative Concept Art— Very knowledgeable about design aesthetics and how to make a character/environment to tell a story or convey an idea. Adept at designing interesting shapes and silhouettes to inspire a team of 3D artists.

Experience in 3D Modeling— Proficient in the 3D animation workflow and techniques (using Maya, ZBrush, UVLayout, etc), including: modeling, texturing, rigging, animation, lighting, and compositing.

Work knowledge in Animation, Graphic Design, UI and Character Design.

Computer Software Experience:

Photoshop, Maya, ZBrush, UVLayout, After Effects, Premier, Sketchup, Final Cut Pro, Flash, Microsoft Office

PUBLICATIONS Back Cover Illustration, **Spectrum Fantastic Art** (Volume 24), Flesk Publications (2017)
“Dragons” and “Roots Before Branches”, **Spectrum Fantastic Art** (Volume 24), Flesk Publications (2017)
Book Illustrations, **World of Warcraft Chronicle** (Volume 2), Dark Horse/Blizzard Entertainment (March 2017)
“Mystery”, **2D Artist Magazine** (Issue 130), 3DTotol (October 2016)
“Mystery”, **Beyond Art Fundamentals**, 3DTotol, (2016)
“Madness”, **2D Artist Magazine** (Issue 123), 3DTotol (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), 3DTotol (February, 2015) p98-107
”Reader FX Pose” **Imagine FX Magazine** (Issue 112), Creative Bloq (2014) p18-19

AWARDS **Girls Make Games Ambassador/ GDC Scholarship Recipient**, 2017
SOKI International Illustration Competition, Grand Prize Winner 2017
The Rookies, Illustration Category, Finalist 2016
3DTotol Excellence Award, www.3dtotol.com, February, 2016
Autodesk CG Student Awards, Student of the Year Finalist, 2015
Autodesk CG Student Awards, Bootcamp Finalist, 2015
Boston Festival of Indie Games Adobe Creative Cloud Competition Winner, 2013

EXHIBITIONS **3x3 Illustration Annual No. 14 Online Exhibit** 2017
Society of Illustrators West 55 2017
Rhode Island School of Design Senior Show, Woods Gerry 2017

PRESS **Upworthy**,
<http://www.upworthy.com/this-video-game-artist-wants-to-highlight-how-the-industry-portrays-women>, January 23, 2017
Kotaku, <http://kotaku.com/too-real-unicorn-lady-1776980176>, May 17, 2016