

Shan Qiao
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PROFESSIONAL EXPERIENCE

Sony Santa Monica Studio, Los Angeles, CA 90094
Character Concept Artist Contractor, August 2018- present
Character development

T- Rex Lab Co., Los Angeles, CA
Freelance Concept Artist, May 2018- present
Outsourcing Concept Artworks for Clients Includes:
Blizzard Entertainment
NetEase Games
Beyond Games Inc: Battle Strike Force

Blizzard Entertainment, Irvine, CA
Freelance Character concept designer, February 2018- May 2018
Overwatch Character: Hanzo- Huangzhong Skin Design

Tencent, Shengzhen, China
Freelance Illustrator, May 2018 - Feb 2019
Marketing Illustration for Crossfire 10th Anniversary
Marketing Illustration for Kings of Glory 2019 Lunar New Year Event

Daybreak Games, San Diego, CA,
Freelance concept artist, June 2017 to December 2017
Visual development for everquest franchises, and marketing illustrations

Mirabelle Pictures Productions Sas, Paris France
Freelance concept artist, September 2015 - August 2017
Worked with director Liam O'donnell to develop his pre-production film project " The Last Savage"

Digital Domain, Los Angeles, CA 90066
Concept artist, June 2016 - June 2016
Contractor to help the visual development team develop multiple IPs

Leewiart, Beijing, China, 100024
Freelance character concept designer, December 2015 - January 2016
Character development for animation film project

Digital Domain, Los Angeles, CA 90066
Concept artist intern, May 2015 - August 2015
Worked as one of the first group members of the visual development team to develop multiple IPs

EDUCATION

Art Center College of Design, Pasadena, CA 91103

Entertainment Design, BS, Fall 2014 to Spring 2018

Tsinghua University, Beijing, China, 100084
Visual Communication, BA, Fall 2010 to Spring 2014

ADDITIONAL WORK EXPERIENCE

Concept Design Academy, Pasadena, CA 91105
Teacher Assistant Summer 2018
Assisting instructor Shae Shatz to teach Sketch for Environment class

Andy Studio, Hubei, China
Instructor, Winter 2016- Present
Weekly online lectures to teach concept design class for entertainment industry

SKILLS

Traditional Skills: Drawing, Painting, Clay Sculpting

Digital Skills:Photoshop, Zbrush, Sketchup

Languages: Mandarin Chinese, English

RECOGNITIONS

Award:
Project "The Last Savage" won #iffam2017 Project Market in Macao Film Festival

Scholarships:
Art Center College of Design Scholarship, Fall 2014 to present
Art Center College of Design Entertainment Design Department Scholarship, Spring 2015 to present
Toyota Motor Corporation Scholarship, spring 2017, Summer 2017

Galleries: Art Center Student Gallery, summer 2016, fall 2017

Professional references can be provided.