

Ryan Chan . Character Concept Artist and Illustrator

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Education

BeeCG School - 2019 (present)

- Receive feedback weekly from my mentor, who is a working professional game illustrator/concept artist from China
- It is crucial for me to adapt to the Chinese art style and follow the instructions of my mentor in order to fit his standards
- Required to paint in high detail and accuracy which is essential to convey my designs and illustrations clearly
- I have become very work efficient by learning the essential tools and shortcuts in Photoshop
- I understand the importance of using reference and how to utilize it

Mentorship with Anthony Jones - April 2018

- Learned about the character design pipeline in the game industry
- I was required to create a high volume of sketches and designs each week for class
- I was able to produce work exceeding my level at the time while working under pressure
- Generated character thumbnails from scratch, giving them variations and rendered them to a detailed state

Max the Mutt College of Arts - 2017 (One term)

- It helped me develop a sense of time management and forced me to produce work each week under pressure
- Attended life drawing classes for 9 hours each week, which helped me understand human anatomy better
- Through intense painting and drawing training, I am able to paint with high accuracy at an efficient rate

Experience

Attendee of the Edge Control Expo 2018

- I value connection with other artists so I always look for art events to participate in
- Was able to learn from guest speakers from various game studios such as Blizzard and Ubisoft about the game industry and relevant art skills and art habits

Attendee of the Schoolism Workshop Toronto 2018

- Connected with various artists from different fields and countries
- Learned about human anatomy from Korean artists such as Kim Jung Gi
- It was a great practice on how to properly behave in front of other professionals

Skills

Blender

- Able to do simple texture painting and unwrap UVs
- I am continuously learning 3D on the side through online learning
- Able to texture objects mainly through the node editor
- Basic modeling

Photoshop

- I can utilize Photoshop to design and paint images efficiently, as well as produce marketing ready illustrations
- I am able to paint on separate layers when needed so it can be altered easily for my team
- I know keyboard shortcuts well and I constantly use different functions within the program to create effective images

Zbrush

- Able to navigate and sculpt simple objects

Language

- Fluent in English, Cantonese, and Mandarin
- Able to read and write in Korean and communicate at a basic level