

Xiangyu Che

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Website: <https://chexyart.com>

Objective: Concept Artist

EDUCATION

Academy of Art University

Sep 2012 - Dec 2017

Bachelor of Fine Arts Emphasis in Drawing and Painting

San Francisco

- Established an independent game development team through school forums and online recruitment in the final semester, most of the team members were international students
- The project is a sandboxed third-person video game based on the Unreal 4 engine, named "Origin: A Fire Star"
- Responsible for formulating detailed planning guidelines, establishing project production cycle, prototype of game concept and art style through team discussions
- Responsible for part of the character design and prototype of environment design, and independently completed the initial map construction in the game based on Unreal 4
- The project unfortunately did not complete the first demo within the expected time due to multiple issues, but accumulated project experience through the process of establishing a team, planning, and completing the concept design that were required in the pre-development production

PROFESSIONAL EXPERIENCE

1. ACID TACTICAL LLC.

Feb 2018 - Present

Illustrator/Graphic Designer

United States

- Responsible for stencil art by using Adobe Photoshop and Illustrator
- Designed company LOGO and illustrations on multiple products
- Independently completed stencil art, graphic design, and illustration based on researches and project needs

2. Commission Work

Feb 2018 - Apr 2018

Concept Artist

United Kingdom

- Responsible for designing and completing a promotional concept art of a science fiction movie project
- Independently completed the concept art and illustration from initial sketches to the final illustration, and cooperated with the graphic designer to successfully complete the final promotional art with poster version

3. Commission Work

Jun 2018 - Sep 2018

Concept Artist

United States

- Independently completed the character and creature concepts in a side-scrolling video game based on Pokémon-style
- Supported the client to develop the art direction from most of the characters and creatures in the pre-production stage of the project
- Analyzed a lot of researches based on the same type of game projects, and combined the customer's needs to make the concept art successfully met the client's requirements and expectation

MISCELLANEOUS

- **Skills:** Photoshop (Proficient), Painter (intermediate), Illustrator (intermediate), SketchUp (intermediate), Maya (Basic)
- **Languages:** English (Fluent), Chinese (Native)

SUMMARY

- Two years experience on independent game development, concept art, illustration and graphic design, strong understanding for a variety of game types, familiar with the game development process and the relevant work specification process of the game design
- BFA in painting and drawing emphasis with good aesthetics and traditional oil painting, drawing skills. A strong desire for creation and passion for the game. Strong understanding and ability of both realistic and semi-realistic styles

- Proficiency in 2D/3D software such as Photoshop, AI, SketchUp, etc., with effective work flow to combine 2D and 3D softwares to complete the work according to project requirements
- Good communication skills, good at execution and collaboration with team members, positive attitude and compressive capacity to complete high-intensity work
- Fluent in English, able to work proficiently in English
- With great interest and enthusiasm for game art, graduated without a game design degree but the quality of each job is guaranteed and the customer's satisfaction is achieved through active learning and active communication