

Haoqian Wen

Concept Artist

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portfolio: wenworks.com

Objectives

I love telling stories through art, solving problems, and shipping games. I'm looking for a career that needs me to do all three.

Software Proficiency

Adobe Photoshop, After Effects, Illustrator. Autodesk Maya.
Concurrent Version Control (CVS), Perforce, JIRA.

Work Experience

Scientific Games

June 2017 - Present

Senior Artist

Creates illustrations, effects animations, and UI design for video slot machines
Manages assets between multiple version control systems and game engines
Solves pipeline issues between art and software engineering
Trains new artists from onboarding to production

Current shipped titles include 3 Class III land based products, 14 VLT respin products,
2 new VLT products as art owner

Core Artist

Patrick's Uniforms

January 2017 - June 2017

Production Artist/Screen Printer

Responsible for pre-press and production of garments, vinyl, and large format prints
Created graphic designs and branding solutions for clients

Office Max

June 2014 - November 2014

Technology Sales Consultant

Engaged customers and solved technology and sales problems
Helped team achieve over \$12000 of total sales in a six month period
Directly responsible for \$3700 in pure profit sales in a six month period

Purdue University CERIS

July 2010 - August 2011

IT Assistant

Deployed enterprise software for development staff
Assisted in solving application and networking issues.
Repaired hardware such as workstations and printers.

Education

Master of Fine Arts

Sept. 2011 - May 2014

Savannah College of Art and Design, Savannah GA

Course of study included visual storytelling, life drawing, perspective ,
digital publishing, storyboarding, traditional inking, and narrative writing.

Bachelor of Science

August 2005 - May 2010

Purdue University, West Lafayette IN

Course of study included computer graphics, web design, C++
programming, information technology, calculus, biology, and physics.

References Available upon request