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# Haoqian Wen

Concept Artist

## Objectives



My goal is to design memorable characters for video games and to create production ready concept art for my team.

## Skillset

Character Design  
Weapon Design  
Prop Design  
Digital Asset Management  
Version Control

## Software Proficiencies

Photoshop  
●●●●●●●●●●

After Effects  
●●●●●●●○○○

Maya  
●●●●●○○○○○

Concurrent Version Control  
Perforce  
JIRA/Confluence

## Education

### Master's of Fine Arts

Sequential Art  
Savannah College of  
Art and Design  
Savannah, GA  
May 2014

### Bachelor's of Science

Computer Graphics Tech-  
nology  
Purdue University  
West Lafayette, IN  
May 2010

## Experience



### Senior Artist

*Scientific Games - Chicago, IL*

*May 2019 - Present*

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 on-boarding to production.

Current shipped titles include 3 Class III land based products, 14 VLT re-spin products, 2 new VLT products as art owner.



### Artist I

*Scientific Games - Chicago, IL*

*June 2017 - May 2019*

Principle artist working on Illinois VLT, West Virginia VLT, and Greece slot markets. Provided art assets for remote engineering team working on multiple concurrent slot games. Contributed to product lines that earn over \$40 Million dollars per year.



### Production Artist

*Patrick's Uniforms - Savannah, GA*

*Jan. 2017 - June 2017*

Responsible for high volume and specialty screen printing production. Created and applied vinyl decals and large format prints for commercial clients. Created graphic designs and branding solutions for clients.



### Contract Clients

Razor Edge Games  
Legius Games, LLC.



*References Available Upon Request*