

# CHONG LIU

Concept Artist

## CONTACT

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## EDUCATION

Master of Arts / Computer Art

School of Visual Arts | 2018 - 2020

Core courses: Character design & Modeling,  
Computer system, 3D Animation & Render,  
Compositing, Digital Mattepainting

Bachelor of Arts / Digital Media

China Central Academy of Fine Arts |  
2014 - 2018

Core courses: 3D Animation , Interaction Design,  
Game Design, Dynamic Graphic Design,  
Creation, Visual Effect, film history, Experimental  
Media Art, Digital Audio, etc

## PROFESSIONAL EXPERIENCE

### Concept Artist

Ubisoft | 2022

- Worked with Art Leads and directors to define style guides and created 2d assets for multiple game projects

### Game Artist

Elex | 2021

- Environment design & promotional illustrations for ads, social media, and event launches

### Concept Artist

Serenity Forge | 2020

- Created key art, color keys, and mood pieces to inspire and set the tone and look in game projects

### Concept Artist

Adaptive Design Services | 2020

- Collaborated with other designers solving visual challenges in development
- Provided designs for lighting, camera placement and scene composition for clients

### Intern Concept Artist

Co\_ed studio | 2019

- Created concept designs and storyboards for more than three commercial projects from beginning to finish
- Worked in conjunction with the 3D artists on creating digital assets

## SKILLS

Concept art  
Visual Development  
Character & Scene design  
3D modeling  
3D Rigging  
Illustration  
Digital Mattepainting  
3D Animation  
Storyboard

## SOFTWARES

Adobe Photoshop  
Autodesk Maya  
Blender  
Substance Painter  
Z-brush  
Adobe After Effects  
Nuke  
Keyshot6  
Substance Designer

## PROFILE

I am a concept artist with a great variety of styles and topics. With a fine art background, my working knowledge of 3D software packages and my production experience enable me to complete the character and environment design efficiently and accurately. I'm also working as a film director, I started to produce animated and live-action films since 2014.