

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 Designer (Contract)

Serenity Forge , USA | 2020

- Responsible for creating concept art for an unannounced video game project

Freelance Concept Designer

Adaptive Design Services, USA | 2020

- Responsible for creating concept design and keyframe art for clients

Intern Concept Designer

Co_ed studio , NY ,USA | 2019

- Responsible for creating concept design and storyboard for more than three commercial projects
- Worked in conjunction with the 3D artists on creating digital assets

Intern Concept Designer

Digital Domain, BJ, China | 2017

- Responsible for creating concept design for the TV show *The Legend of Monkey King*.

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 familiarity with 3D animation workflow 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.