

 702.541.4021

 riley@steelemissary.com

 <http://steelemissary.com>

RILEY.CHEN

Concept Artist + Illustrator

SKILLS

Illustration
Concept Art
Matte Painting
Storyboarding
Character Design
Vehicle+Prop Design
Environment Design
Architectural Design
Pixel Art + Animation
3D Hardware Modeling
Comic Pages
2D Animation
Graphic Design
Web Design
GUI Design
Logo Design
VFX Design
Video Compositing
Motion GFX

TOOLS

Photoshop
Illustrator
After Effects
Maya
Blender
ZBrush
Sketchup
SAI Paint Tool
openCanvas



EDUCATION

Art Center College of Design
Bachelor's of Science (Entertainment Design)

2014

EXPERIENCE

Zero-G

Vocal Synthesis Character Design & Illustration

2015

Spherical Studios

Environmental Illustration, BG Concepts for upcoming game

MAAAAAX DAMAGE

Concept Artist, Visual Development, Pixel 2D Animation, GUI design for upcoming game

Toyota

Worked with Jake Loniak on Futuristic Vehicle UI Concept Development & Graphic Design

ICON Aircraft

Worked with Klaus Tritschler on Aircraft and Manual Design & Concept Development

Enchanted Realms

Mascot & Logo Design, Product Illustration

2014

Studio LoMisMo

Concept Art, Matte Painting, and Storyboarding for upcoming independent film

2013

technoguild

Concept Art & Illustration of Environmental Art

2010