



## CONTACT

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## EDUCATION

Illustration Major / BFA degree  
Academy of Art University  
2010 – 2014

## ARTISTIC SKILLS

Environment Design  
Speed Painting  
Props & Character Design  
Illustration

## SOFTWARE

Photoshop (16 years+)  
Blender 3D (2 years+)

## WORK EXPERIENCE

**Senior Concept Artist at NeoBards Entertainment Ltd** (2018 August - present)

Shipped Titles:

**Final Fantasy 7 Rebirth. [2021-2022] (PS5)**

**SILENT HILL f.**

**Resident Evil Resistance. [2018-2020] (PS4/PC)**

**Resident Evil Re : Verse. [2020] (PS5/PS4/PC)**

**Dynasty Warriors M. [2021](Mobile)**

- Working with studio such as Capcom, Square Enix, Nexon..etc
- Worked on environment, props, character skin and weapon skin design for Resident Evil.
- Worked on environment, props, storyboard for SILENT HILL f.

**Freelance Concept Artist at Axis Studio** (2022 June - 2022 July)

**Destiny 2: Lightfall** (Opening cinematic)

**Magic: The Gathering - Dawn of the Phyrexian Invasion** (Official Cinematic Trailer)

**Senior Concept Artist at Moonshine VFX** (2018 March - 2018 July)

- Design Environment, Character, Keyframe for cinematic for ASUS and ACER.
- Creating image art for MAYDAY [ I Will Carry You ]. (Music Video)
- Giving feedback to concept team members.

**Freelance Concept Artist at VIMAX design** (2017 December - 2018 March)

Unannounced VR project. (VR short film)

**Concept Artist at SEGA Creative Assembly** (2015 December - 2017 August)

Shipped Titles:

**Halo Wars 2. (XBOX ONE)**

**Halo Wars 2 DLC : Awakening the Nightmare. (XBOX ONE)**

**Total War - Warhammer 2. (PC)**

**Total War - Three kingdoms. (PC)**

- Worked on Concept art and Illustrations for the Halo wars game.
- Worked on building and Icons concept for Total War - Three kingdoms.
- Worked Illustrations for Total War - Warhammer 2.

**Freelance Concept Artist** (2015 August- 2015 November)

**The Sequence Group - Halo The Fall Of Reach.** (cinematic)

**West studio - unannounced project.** (two projects)

**Volta - unannounced project.** (two projects)

**Concept Artist at EA Bioware Austin** (2015 January - 2015 August)

Shipped Titles:

**Star Wars : The Old Republic. (PC)**

- Designing Environment, Character, keyframe for Star Wars MMORPG game.
- Giving feedback to external concept artist.