



Matt J. Han

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Education

Art Center College of Design, Pasadena, CA

Entertainment Design, 2017- 2023

Brainstorm School 2018, 2019, 2020, 2021

Relevant Experience

Environment Concept Artist (2021-23)

Gearbox Software

Worked with the team at Gearbox to create environmental explorations, biome exploration, in-game paintovers, and prop ideation for the development towards the Borderlands Franchise

Freelance Concept Artist (2022)

Plumehead

Worked with Plumehead Studios and Annis Naeem on an environment pieces and assets for an undisclosed project

Freelance Concept Artist (2022)

Moon Pillar Studio

Worked with Ricky Ho on prop pieces/sketches for an undisclosed project

Summer Internship as Associate Concept Artist (2020)

343 Industries

Worked with the team at 343 industries to develop a range of environmental assets along with production designs, ranging from vehicles to props, for the newest addition to the Halo Franchise: Halo Infinite.

Programs

Photoshop

Blender

3DCoat

Gravity Sketch