

# HUINING SHI

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## SUMMARY

Motivated concept artist seeking work opportunity in California to gain hands-on experience. Outgoing and friendly with strong drive to succeed.

## SKILLS

- Traditional fine art skills
- Adobe PhotoShop
- Blender

## EXPERIENCE

**CONCEPT ART INTERN** | 06/2021 to 09/2021

**Raven Software - Middleton, WI**

- Call of Duty: Warzone
- Call of Duty: Vanguard
- Brainstormed ideas and images for gaming concept.
- Took artistic concepts and transformed into high-quality creations, including characters, environments and other objects.

**CONCEPT ART INTERN** | 05/2020 to 12/2020

**Infinity Ward - Woodland Hills, CA**

- Call of Duty: Modern Warfare
- Transformed artistic concepts into environments, props, and illustrations.
- Collaborated with art director and other concept artists to better understand project scopes.

**CONCEPT ART INTERN** | 05/2017 to 08/2017

**NetEase Games - Hangzhou, China**

- Infinite Warfare (video game)
- Designed inspiring environment concept art while maintaining accurate scale and architectural standards.

**CONCEPT ART INTERN** | 03/2016 to 06/2016

**BaseFx - Beijing, China**

- Dragon keeper (animation film)
- The Wandering Earth (2019 Sci-Fi movie)
- Worked alongside entire development team in energetic and creative environment.

## EDUCATION AND TRAINING

**Communication University of China - Beijing**

**Bachelor of Arts**

Theatre Film And TV Fine Arts Design, **06/2016**

**ArtCenter College of Design - Pasadena, CA**

**Bachelor of Science**

Entertainment Design, **12/2021**

## LANGUAGES

English

Chinese (Mandarin)

WEBSITES,  
PORTFOLIOS,  
PROFILES

- <https://huiningshi.net/>
- <https://www.instagram.com/huining1010/>