

Zhaochen Vincent Wu

Concept Artist

vincentwuart.com

vincentwuwork@gmail.com

EXPERIENCE

Jan. 2022 - Present

Concept Artist, Bilibili Group, Remote

- Provided bluesky ideation of costume, graphic and world-building design to explore the art direction of an unannounced game.

Jul. - Aug. 2021

Freelance Concept Artist, Shanghai Sunborn Network, Remote

- Provided creative solutions for Sci-fi landscape to guide and inspire the environment design for the Mobile Game, The Wandering Earth.

Jan. 2021 - Jan. 2022

Concept Artist, ChaoYouXi, Remote

- Came up with ideation, final design and 3D model of props and architecture for the game Honor of Kings by Tencent Games.
- Created art sheets and call-out following the art directions.

Fall 2019

Teacher Assistance (Concept 2) , Art Center College of Design

- Assisted the teachers on organizing homework, criticizing works, communicating with students, and sharing experience.

EDUCATION

Sept. 2018 - Apr. 2022

Art Center College of Design, Pasadena CA

Entertainment Design: Concept

SKILLS

Traditional Media

Pencil, ink sketching, acrylic painting.

Digital Media - 2D

Photoshop, Illustrator, InDesign, Lightroom, Fontlab.

Digital Media - 3D

Blender, Gravity Sketch, ZBrush, Substance Painter, Unreal Engine, Octane Renderer.

Languages

Mandarin Chinese, English.

Interests

Graphic design, Traveling, Cats, Constructed Language, Photography .