

CHELSEA (TSAMKWAN) CHAN

Illustration & Visual Development

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EDUCATION

BACHELOR OF ARTS, ILLUSTRATION

ArtCenter College of Design - Pasadena, CA

WORK EXPERIENCE

CONCEPT ARTIST

Created 2D environment concept art for mobile game.

Started from building assets in Blender then painting it in photoshop.

Create story-telling concept arts with emphasis on composition, atmosphere, lighting and color.

The Third Cartel - Los Angeles

ENVIRONMENT ARTIST

Created photorealistic environment concept for landscape design pitching.

Dream Waterscapes - Los Angeles

TEACHING ASSISTANT, INTEGRATED STUDY DEPT.

Color and Story with Richard Keyes

ArtCenter College of Design - Pasadena, CA

TEACHING ASSISTANT, ILLUSTRATION DEPT.

Composition and Painting For Film with Bill Perkins

ArtCenter College of Design - Pasadena, CA

RELEVANT COURSEWORK

“PROBE”

Entertainment Design and Film Department

ArtCenter College of Design - Pasadena, CA

- Created concept design for science fiction short film.

“THE BAGEL”

Visual Development, Illustration Department

ArtCenter College of Design - Pasadena, CA

- Created beat illustrations and set designs in the style of animated short film based on a poem.

SKILLS

Languages: Chinese; Cantonese

Software: Adobe Photoshop; Illustrator; InDesign; Blender; SketchUp, Unity