



Patrick Chiang

Entertainment Concept Artist

Artstation.com/chihbauchiang
Linkedin.com/in/patrick-chiang-91192120a
p.chihbau.chiang@gmail.com
(626)-756-1633
San Gabriel, CA, 91775

Entertainment Designer

specializing in Environments and 3D workflow. Versatile in abilities and open to learning new processes and fields within the industry. Competent and able to complete work on rush deadlines, easy to communicate with, and flexible to fill any position required.

Key Skills

Environmental Artist - Design methodologies / Reference gathering / Mood painting

3d Modeling workflow - Digital Sculpting in ZBrush / Hipoly and Lopoly modeling / Retoplogy / UV editing / Texture Painting in Substance Painter

Character Artist - Developmental process / Reference gathering / Posture Design / Prop design

Software

ZBrush, Photoshop, Blender, Substance Painter, Procreate, Daz Studio, Marvelous Designer, Unreal Engine, Unity

Traditional Mediums

Illustration - Traditional pen and ink / Charcoal / Gauche / Watercolor

Professional Experience

January 2021-
April 2022

Instructor Assistant

Concept Design Learning Course

Work with industry professionals to assist in course management and curriculum development within the Concept industry. Created Demos and paint-over critiques to further education of students. These classes included multiple terms of visual structure and stylization.

November 2021-
December 2021

Freelance Artist

Artstation Contact

Environmental artwork development produced for a mobile "King of the Hill" styled game. References created and built using 3D (Blender) and completed in Photoshop.

January 2020-
May 2020

Project Lead

Team based Project

Team leader in a 4-man project visualizing and concepting a short story working with character, transportation, and storyboard artists. Worked as Art-Director, keyframe artist and environment designer.

January 2020-
April 2020

Theme Park

One-Piece Theme Park

Visual Development of Water-7 in One-Piece (popular Japanese Manga Shounen). Designed shopping stalls, playgrounds, restaurants, kiosks, transportation, and propsto fill interior and exterior spaces. Linework focused project with minimal 3D.

July 2019-
August 2019

Instructor Assistant

Entertainment Design Summer Intensive

Assistant for a 4-week bootcamp on Entertainment Design at Art Center, College of Design. Students focused on all aspects from Characters to Props and Vehicles to Environments and graphic design for final presentation.

Education

January 2021-
Present

Bachelor of Science in Entertainment Concept

Art Center College of Design in Pasadena, CA

Entertainment Design - Concept. Classes taken outside of the department include illustration and animation storyboarding. Outstanding classes include Unreal Engine, Zbrush, and Advanced design in Blender.

February 2021-
May 2021

Keyframe Painting

CGMA with Ricardo Lima

Creating Keyframes based on cinematic research with 3D applications and photobashing. World War 2 Zombie-esk project with focus on mood and tone.

August 2019-
December 2019

World Building

Brainstorm Academy with Eric Ng

Environmental Design project featuring a character from the classic series "Street Fighter." Visualized environments with minimal 3D.

August 2018-
December 2018

Analytical Figure Drawing

Concept Design Academy with Kevin Chen

Practice of anatomical bodies and posture by instructor's methodology. Sessions included charcoal pencil on newsprint with live models.