

CHRIS H CHU

CHRISTIE HAEJIN SCHENCK

CONCEPT ARTIST

CONTACTS

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- San Rafael, CA

SKILLS

Adobe Photoshop



Autodesk Maya



Corel Painter



Adobe Illustrator



Unity



Adobe Fireworks



Adobe Flash



Adobe InDesign



Zbrush



Oil / Acrylic / Watercolor /
Art Directing / Photography /
Traditional Asian Painting /
Printmaking / Book Art /
Sculpture / Illustration /
Graphic Design / UI / UX

PROFILE

A diligent, skilled, and self-motivated professional who functions well within a team. A strong ambition to take on new and exciting projects and collaborate with team members to achieve the best final product. Excellent time management skills while working under pressure and multiple tasks. Exceptional understanding of software and process in game concept art. Experience proven to deliver high quality results. A problem solver who is self-directed, disciplined, and results oriented.

EXPERIENCE

Senior Artist

N3TWORK | San Francisco, CA | JULY 2017 - CURRENT

- Creating in-game and other assets for **Legendary Game of Heroes**
- Managing the **Legendary Game of Heroes** Live-ops art production schedule, pipeline, and one of outsourcing vendors

Lead Concept Artist

Turbine; WB Games | Needham, MA | JUNE 2015 - JULY 2017

- Managing the **Game of Thrones Conquest** production art team
- Establishing the style and mood of the entire environment for **Game of Thrones Conquest**
- Creating character, environment, structure, and VFX concepts and in-game illustrations for **Game of Thrones Conquest**

Freelance Concept Artist

San Francisco, CA | APR. 2014 - MAY. 2015

- nfnf, SK Planet: Creating concepts and establishing the style of characters for the 2 unreleased mobile games
- DeNA, ngmoco: Creating game assets and illustrations for **Blood Brothers 2** and **Robot Dance Party**

E D U C A T I O N

MFA / ILLUSTRATION

CONCEPT ART

ACADEMY OF ART UNIVERSITY

2008 - 2010

BFA / FINE ART

PAINTING AND PRINTMAKING

EWA WOMANS UNIVERSITY

1998 - 2003

HIGH SCHOOL DEGREE / FINE ART

PAINTING

SUNHWA ART HIGH SCHOOL

1995 - 1998

A W A R D S

BEST IN CHARACTER CONCEPT**ART; FIRST PLACE**

ACADEMY OF ART UNIVERSITY

2011

BEST IN MFA CONCEPT ART; FIRST**PLACE**

ACADEMY OF ART UNIVERSITY

2010

L A N G U A G E S

ENGLISH

Full Professional Proficiency

KOREAN

Native Proficiency

R E F E R E N C E S

References available

upon request

E X P E R I E N C E (CONTINUED)

Associate Art Director

DeNA, ngmoco | San Francisco, CA | DEC..2013 - APR. 2014

- Art directing, setting up art pipe line, and creating character concepts for **MARVEL Mighty Heroes**

Lead Artist

DeNA, ngmoco | San Francisco, CA | AUG. 2012 - DEC. 2013

- Art directing and creating monsters, backgrounds, and UI/UX design for **Monster Match**
- Creating preproduction art for multiple mobile games; **MARVEL Mighty Heroes, Transformers: Age of Extinction, Star Wars: Galactic Defense,** and **Robot Dance Party**
- Consulting and creating character concepts and re-establishing the character style and UI/UX design for **Eternal Fate**
- Creating UI design for **Money Run**

Artist

DeNA, ngmoco | San Francisco, CA | JUN. 2011 - JUL. 2012

- Creating card illustrations for **Transformers: Legends**
- Creating art style guide, concepts, in-game assets, and UI design for **Dreamtopia**
- Creating concepts, 3D models, and in-game assets for **We Rule**
- Creating splash screens and UI assets for multiple mobile games; **We Rule, We City,** and **We Farm**

Freelance UI Designer

Cardboard Box Games | San Jose, CA | FEB. 2011 - MAY 2011

- Creating UI / UX design fo **Idonia**

Freelance Illustrator

Hwansang Media Publishing | Seoul, South Korea | SEP. 2007 - OCT. 2008

- Illustrating 16 book covers for fantasy novels

S T A T U S

U.S Citizen