



# LIL CHAN

concept designer.artist

<http://portfolio.lalalichan.com>

[lilienne.lj.chan@gmail.com](mailto:lilienne.lj.chan@gmail.com)

(734) 846-2716

Seattle, WA

## Objective

To develop creative designs and illustrations for engaging narratives.

## About

My fundamental design statement is to tell a story as exceptionally as possible.

## Skills

Concept Design  
Illustration  
Painting  
Graphic/UI Design  
Traditional Sculpting

## Software

Adobe Photoshop  
Adobe Illustrator  
Adobe Flash  
Adobe InDesign  
AutoDesk Maya

## Languages

English (First Language)  
Mandarin Chinese (Fluent)  
Cantonese (Well Versed)

## Experience

### Extra Credits, LLC ■ Artist Aug '15 - present

Illustrating 8-10 minute episodes and designing exclusive art rewards for the 'Extra History' web series which attracts over 250,000 average views.

### InDreams Studios ■ Lead Artist May '14 - Sep '15

Concept design, pre-vis development, and refinement of game narrative.

### Art + Science Labs ■ Freelance Artist Jul '13 - Jan '14

Developed concept illustrations for pitches and designing UI for mobile apps. Samples available upon request.

### Industrial Toys ■ Concept Artist Oct '13 - Dec '13

Assisted their artists in painting their graphic novel panels.

### Buffalo Studios ■ Contract Artist Mar '12 - Mar. '13

Created both vector and raster assets for their 'Bingo Blitz' title. Samples available upon request.

### THQ, Inc. ■ Part-Time Model Reviewer Mar '12 - Dec '12

Evaluated 3D game assets for discrepancies in the model itself and its animations before implementation in-game.

### Blink ■ Concept Artist Mar '12 - Dec '12

Designed props for 'Blink': an action stealth video game created by seniors in USC's Game Development program.

### University of Michigan 3D Lab ■ Rapid Prototyping Jan '08 - May '09

Student Assistant in printing, epoxying, and sanding 3D rapid prototypes from powder bed inkjet printing and FDM prints.

## Education

### Concept Design Academy Jun '12 - Apr '13

### Gnomon School of Visual Effects Sept '10 - Sept '11

### University of Michigan, School of Art and Design | BFA Aug '05 - May '09