



LIL CHAN

concept designer & artist

<https://portfolio.lalalichan.com>

lilienne.lj.chan@gmail.com

(734) 846-2716

Seattle, WA

Skills

Concept Design
Illustration
Painting
Graphic/UI Design

Software

Adobe Photoshop
Clip Studio Paint
Adobe Illustrator
Adobe Animate
Adobe InDesign
AutoDesk Maya

Languages

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

Objective

To create places that invite people to explore and experience them.

Experience

The Molasses Flood • Concept Artist Oct '18 - Feb '19

Developed and iterated upon concept designs which sparked team conversation for their next highly anticipated title.

Extra Credits, LLC • Artist Aug '15 - June '18

Illustrated 8-10 minute episodes and designed exclusive art rewards for the 'Extra History' Youtube web series.

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).

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