



STRENGTHS

Concept Art Analysis

Analyzed 100+ game concepts, resulting in a 30% increase in concept art quality.

Efficient Concept Art Production

Produced 500+ high-quality concept arts, meeting tight deadlines with a 95% client satisfaction rate.

Aesthetic Ability

Combined different aesthetic types to create unique and visually stunning art pieces.

SKILLS

Concept Art ·

Keyframe Concept Design ·

Digital Painting · Adobe Photoshop ·

Artistic Sense

ACHIEVEMENTS

Lead Concept Artist

Led a team of 5 concept artists to produce 1000+ high-quality concept arts for a AAA game project.

Game Concept Development

Designed and developed the game concept and art style of XYZ game from scratch, resulting in a successful launch and positive user reviews.

AWARDS

Best Concept Art

Won Best Concept Art award for XYZ game at the 2020 Game Awards.

PETER CONNOLLY

Senior Concept Artist

@johndoe@email.com

Los Angeles, CA

SUMMARY

Creative and analytical Senior Concept Artist with 6+ years of experience in top-level game concept design. Skilled in developing high-quality concept art based on a deep understanding of world settings, aesthetics, and cultural influences. Proficient in analyzing the production pipeline of concept art and exploring new aesthetics features. Experienced in combining different aesthetic types, such as modern and classic, and Sci-Fi and fantasy. Strong interest in Oriental/Modern fantasy style.

EXPERIENCE

Senior Concept Artist

2018 - 2021

TiMi Studio

Shenzhen, China

Designed and developed top-level game concepts and art style for multiple award-winning games. Analyzed and explored different aesthetic types, such as modern and classic, and Sci-Fi and fantasy. Conducted long-term exploration of the art style and aesthetic types of game IP. Produced high-quality concept art based on a deep understanding of world settings and cultural influences.

- Developed the concept and art style of the game from start to finish, resulting in over 10 million downloads and 4.5-star rating on app stores.
- Produced high-quality concept art for the game, resulting in a visually stunning and immersive game environment.
- Analyzed and explored different aesthetic types to create a unique and appealing game art style, resulting in a positive user feedback and high user retention rate.

Concept Artist

2015 - 2018

Electronic Arts

Los Angeles, CA

Created and developed concept art for AAA game titles. Collaborated with art directors and game designers to ensure the visual style and quality of the game. Analyzed and explored different aesthetic types, such as modern and classic, and Sci-Fi and fantasy. Conducted research on cultural influences and trends in game art.

- Produced high-quality concept art efficiently and effectively, resulting in reduced production time and cost.
- Analyzed the production pipeline of concept art and identified areas for optimization, resulting in a streamlined production process.
- Collaborated with art directors and game designers to ensure the visual style and quality of the game, resulting in a cohesive and visually stunning game environment.