WILLIAM CHENG

CONCEPT DESIGNER/ILLUSTRATOR

Los Angeles, CA

william.cheng.c@gmail.com

Experience

Senior Concept Artist

Santa Monica, CA
May 2021 - Present

Riot Games

Unannounced R&D Project
-VFX, Character, Environment, UI Concepts and animations as well as pitch illustrations and mood keyframe paintings.

Concept Artist

Studio City, CA
Jan 2019 - May 2021

Parallax Studios

DRIFT Proof of concept animated short
-Keyframes, end credit illustrations, and concept designs for props, environments, and vehicles.

RIOT PsyOps Songbird Animation Teaser
-Illustrations, Art Directing Freelance Illustrators, Pitch Artwork

Electric State Film Project
-Keyframe designs

Netflix "The Gray Man" Film Project
-Prop designs and environment touch ups

Shazam 2
-Creature design and Environment design

Unannounced Riot Project
-Creature concepts and keyframe designs

Associate Artist

Disney Interactive

Glendale, CA
Jan 2017 - Dec 2018

Star Wars Puzzle Droids
-Concept designed levels and worked on feedback of game assets with co-development team

Star Wars: Jedi Challenges
-Worked on visual targets and concept art for the game during early development

Marvel Future Revolution
- Concept art feedback with outsource team and character skin designs

Cancelled Star Wars AR Project
-Environment and character concepts

Marvel Battle Lines
-Character Illustrations and Promotional Artwork Design feedback

Unannounced Projects
-Pitch artwork exploring styles, character design, and story moments

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Freelance Concept Artist

MAP Design Lab

Venice Beach, CA
Mar 2017 - Jun 2018

Technicolor Film
-Keyframe Illustrations

Microsoft Move VR Project
-Environment Concept Art

USC Center for Body Computing
-Keyframe Illustrations for Presentation

LuLu Lemon
-Keyframe Illustrations for Pitch

Freelance Concept Artist/ Creature Designer

Burbank, CA
May 2017 - Oct 2018

Don't Blink Short Film/Unannounced Project

Concept Short for Director Sherif Alabede
-Creature Designs/Keyframes/Prop Design

Freelance Concept Artist

UCLA
Sep 2017

Cupid's Paradise Short Film

UCLA Student Film directed by Ivy Liao
-Keyframe Illustration

Skills

2D/3D

Proficient in traditional and digital media. Skill set includes Photoshop, SketchUp, and a basic use of Z-Brush, as well as 2d animation.

Education

Art Center College of Design

Pasadena, CA
2014 - 2017

William Cheng william.cheng.c@gmail.com