

IAN JUN WEI CHIEW

Concept Design & Illustration

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EXPERIENCE

Sucker Punch Productions (Sony Interactive Entertainment), Concept Artist, February 2015 – Present

Unannounced Title

Turn 10 Studios (Microsoft), Concept Artist, October 2014 – February 2015

Forza Motorsport 6

Freelance Concept Artist/Illustrator, 2013 - Present

Client List:

The Art of Direction - "Assassin's Creed", Director: Justin Kurzel

Gadget-Bot Studios - "Konnexion", Directors: Robert Simons & Peggy Chung

NetEase - "Unannounced Title"

Richard Solomon Artist Representative

AAU - "Advantageous" Feature Film, Director: Jennifer Phang

EDUCATION

Academy of Art University San Francisco, CA

BFA School of Illustration

September 2010 - May 2014

SKILLS

Environment Design
Background Painting
Prop Design

Character Design
Adobe Photoshop
Adobe After Effects

Modo
ZBrush
Traditional Media

AWARDS & SHOWS

Academy of Art Annual Spring Show San Francisco, CA

First Place "Personal Work" Category, BFA Illustration 2014

Runner Up "Live Action" Category, BFA Visual Development 2014

Electron Salon Exhibition Los Angeles, CA - 2013

Los Angeles Center for Digital Art (LACDA)

Snap to Grid Open Exhibition Los Angeles, CA - 2013

Los Angeles Center for Digital Art (LACDA)

Academy of Art Annual Spring Show San Francisco, CA

2011, 2012, 2013, 2014

PUBLICATIONS

3D Total's Master the Art of Speed Painting Featured Artist – 2016

3D Total's Sketching from the Imagination: Sci-fi Featured Artist – 2015

3D Total's Digital Art Masters: Volume 9 Featured Artist – 2014

Dopress' CG Scenes: From Sketch to Finish Featured Artist – 2014

PRISMATIC volume one Self Published – 2013

Ballistic Publishing's EXPOSÉ 10, 11 Featured Artist – 2012, 2013

ImagineFX Fantasy & Sci-fi Digital Art Issue 95 Feature - 2013

References available upon request.