

SAM J CHON

Senior Concept Artist | Visual Development Artist

Based in Los Angeles, CA

chon.samuel@gmail.com | www.artofchon.com/ | www.linkedin.com/in/samjchon

SUMMARY

Concept Artist and Visual Development Artist with an expertise in creating environment, prop, and vehicle designs. Fast iterations without compromising quality designs and paintings. Some employers and clients include DreamWorks Animation, Treyarch, Wave XR, Groove Jones, Lex & Otis Animation, and The Jim Henson Company.

SKILLS

Professional Skills

- Environment Design | Prop Design | Vehicle Design | 3D Modeling | Matte Painting | Art Direction | Color Scripts | Color Keys | Illustrations | Marketing Art | Style Guides

Technical Skills

- Blender | Photoshop | After Effects | Shot Grid | Jira | PureRef

WORK EXPERIENCE

Art of Chon

Freelance Concept Artist and Illustrator

Aug 2014 - Current

- Past clients include: Riot Games, Lex & Otis Animation, The Jim Henson Company, Darewise Entertainment, Future House Studios, SAG-AFTRA.
- Work includes Marketing art, Industrial Designs, VR experiences, Style-guides, concept paintings of scenes, sets, environments, props, vehicles, and weapon designs/skins.

DreamWorks Animation

Visual Development Artist

Apr 2022 - Apr 2024

- Visual Development Artist and Matte Painter for Jurassic World: Chaos Theory.
- Set designs, Prop Designs, and Vehicles Designs across multiple episodes and seasons.
- Visual Development Artist for an unannounced project.

Otis College of Art & Design

Instructor

Aug 2022 - Current

- Created 4 Accredited classes from intermediate to advanced courses in visual storytelling.
- Educated, mentored, and led 120+ students for 4 semesters and 2 workshops.
- Introduced and set in place Blender and PureRef software in the college.

Darewise Entertainment

Freelance Marketing Artist

Oct 2021 - Jun 2022

- Concept Artist and Marketing Artist for Life Beyond, created initial look dev through mood paintings and illustrations.

Lex & Otis Animation

Visual Development Artist Jul 2021 - Apr 2022

- Background Painter and Designer for Ark: the Animated Series, painting and designing over 80+ backgrounds.
- Visual Development Artist for RAID: Call of the Arbiter.
- Outsourced by Riot Games for 2 trailers; Valorant: Spark - Neon Agent and Valorant: Revelation Ep 6.

Future House Studios

Art Lead | Freelance Concept Artist Apr 2021 - Jan 2022

- Art lead for Groove Jones LED Volumetric Holodeck and VR Experience for Aurea Software at the Mobile World Congress.
- Led a 10-member cross functional on project scope, aesthetic, while converting conceptual ideas into immersive virtual reality content in Unreal Engine.
- Concept Artist for Wave XR's Justin Bieber - An Interactive Virtual Experience.

Treyarch Studios

Concept Artist May 2019 - Jun 2021

- Concept Artist for Call of Duty: Black Ops 4 and Call of Duty: Black Ops Cold War.
- Conceptualized visual support materials, including 3D block-ins, renders, Callouts, Style guides, and environment paintings to facilitate game development pipeline.
- Marketing MTX artist for Call of Duty: Black Ops Cold War, creating 14 calling cards, 56 splash art billboards, and 46 emblems, contributing to in-game MTX.

The Jim Henson Company

Freelance Concept Artist Jan 2020 - Mar 2020

- Concept Artist for The Witchlands: TV Series.

Section Studios

Concept Artist May 2017 - May 2019

- Outsourced by Riot Games, Vicarious Visions, Sony Santa Monica, and Treyarch studios.
- Shipped mobile game title RIVAL: Crimson X Chaos.

United States Marine Corps

CH53e Crew Chief | Mechanic Aug 2009 - Apr 2014

- Ensured mission success for passengers, cargo, and fuel on CH53E-Super Stallion helicopter.
- Attached to MARINE HEAVY HELICOPTER SQUADRON 464.

EDUCATION

Otis College of Art & Design

Bachelors of Fine Arts, Emphasis in Digital Media

May 2018