



# PAUL YANHENG WU

CONCEPT ARTIST

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## SUMMARY

I am a concept artist with a background in fine art and concept design, specializing in sci-fi and fantasy character design, along with prop and environment design. I excel at turning abstract ideas into visuals and enjoy crafting worlds through my work. With a strong work ethic and teamwork skills, I am eager to contribute my talents to diverse projects and drive their success.

## WORK EXPERIENCE

### Character Concept Artist

Tencent Games · Internship

- May 2025 - Aug 2025 · 4 mos
- Shenzhen, Guangdong, China · On-site
- Designed character concepts for ARENA BREAKOUT, collaborating closely with the art team.
- Contributed original ideas and completed production-ready designs under tight deadlines.

### Character Concept Artist

Creative Gear Design · Contract

- Aug 2024 - Jan 2025 · 3 mos
- Richmond Hill, Ontario, Canada · Remote
- Designed characters for a Tencent game project.
- Engaged in iterative feedback processes, ensuring the final designs met both creative and functional requirements.

### Environment Concept Artist

NetEase Games · Contract

- Dec 2023 - Jan 2024 · 2 mos
- Hangzhou, Zhejiang, China · Remote
- Designed environments for a game project.
- Collaborated with the client to align the design with the project's artistic vision.

### Environment Concept Artist

NetEase Games · Contract

- Sep 2021 - Oct 2021 · 2 mos
- Guangzhou, Guangdong, China · Remote
- Designed environments for a game project.
- Collaborated with the client to align the design with the project's artistic vision.

## Concept Artist Intern

iDreamsky Technology · Internship

- Jul 2021 - Oct 2021 · 4 mos
- Shenzhen, Guangdong, China · On-site
  
- Created high-quality concept art and illustrations for game assets, including environments, characters, props.
- Designed visually appealing posters and promotional artwork to support game marketing efforts.

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## EDUCATION

### ArtCenter College of Design

Undergraduate, Entertainment Design, Concept Track  
Jan 2023 - Dec 2026

### China Academy of Art

Bachelor of Fine Arts - BFA, Intermedia Art  
Sep 2017 - Jun 2021

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## SKILLS

- 3d modeling(3dcoat, blender)
- Matte Painting
- Character Design
- Environment Design
- Visual Development
- Illustration

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## INTERESTS

Sketching  
Movies  
Cycling

Gaming  
Traveling