

REESE CHEN

Concept Artist

I'm a passionate concept artist focused on creating interesting, charismatic characters with strong shape language and thoughtful design. I excel at problem-solving, adapt quickly to new styles, and bring solid teamwork experience to every project.

Experience

Concept Artist Intern - Teamfight Tactics - Tencent Games

May 2025 - Aug 2025

I worked as a concept artist intern at TFT China with Tencent Games. My primary tasks were creating in-game skins for champions, and effect explorations for VFXs and ability keyshots. Working directly with the art director and the 3D team, I was able to develop from mood boards to final products for the in-game shop. I was also part of the team that worked with external licensors to produce collaborations.

Key roles in the following categories:

- Champion skin explorations and production
- Prop explorations
- VFX explorations
- Collaboration of licensors

Concept Designer - Underhazer - Capstone Project

Fall 2024

I worked as a character designer focusing on boss fights on a capstone game project. I helped concentrating brainstorming from the team into actionable design thinking.

Concept Designer - Tall Wall - Capstone Project

Fall 2023

I worked as an environment concept artist on a capstone animation project called Tall Wall. I focused on creating keyshots environments and overseeing the final integration from concept to 3D.

Education

Art Center College of Design - Entertainment Design Concept

- 2023 - 2026

Ringling College of Art and Design - Game Art

- 2020 - 2022

Email: flmthdr@gmail.com

Phone#: +1 (941) 217-0272

Portfolio: www.artstation.com/flmthdr

LinkedIn: www.linkedin.com/in/yuxi-chen-a439a7266/

Skills

Character Design

Hard Surface Design

Illustration

3d Modeling

Software

Photoshop

Blender

Maya

ZBrush

Languages

English - Fluent

Mandarin - Native