

Nuan(Max) Bai

CONCEPT ARTIST

Website:

<https://www.artstation.com/maxxxxx>

CONTACT



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Pasadena , CA 91101

SKILLS

- Concept Development
- Photobash
- Environment Design
- Collaborative Teamwork
- Digital Painting
- 3D Modeling
- Illustration and Design
- Adobe Systems Software
- Concept design software

LANGUAGES

- **Chinese (Mandarin)**
Native

PROFESSIONAL SUMMARY

Seasoned Concept Artist and former Senior Product Designer at Joyoung, I excel in transforming ideas into compelling digital artworks. Proficient in Adobe Systems, 3D modeling, and most of the concept art software such as Blender, Zbrush, Substance Painter. I champion collaborative teamwork to innovate and enhance product design, consistently achieving artistic excellence. Adaptable student with knowledge of application development, configuration management, and database design. Aiming to leverage my abilities to successfully fill the vacancy on your team. Frequently praised for communication by my peers, I can be relied upon to help your team achieve its goals. Ambitious individual with strong organizational and multitasking skills, as well as an aptitude for technology. Ready to apply knowledge and skills to any challenge. Hard worker experienced in problem-solving, service and time management. Aiming to leverage my abilities to successfully fill the Junior or senior concept artist role at your company.

EXPERIENCE

July 2017-Sep. 2023

Concept Artist (Environment)

The Wandering Earth (2019-2023), GuoFan Film Studio, China

- Leading team, managing members with conceptual designs for characters, environments and props to collaborates with movie sense, and director feedback.
- Created detailed concept art for 3D assets, incorporating form, color, and texture to meet artistic standards.
- Utilized software programs such as Adobe Photoshop, Blender, Zbrush, and Substance painter to develop artwork quickly and efficiently.

February 2015 - May 2019

Senior Production Designer

Joyoung, Hangzhou, China

- Communicated effectively with developers throughout the entire development cycle.
- Contributed to the development of long-term product roadmaps based on user research findings.
- Managed complex projects from concept through launch while maintaining a

high standard of quality.

- Participated in new product planning and market research, including studying potential need for new products.

Freelance Clients Include:

Wandering Earth 1 & Wandering Earth 2, Zipper, Disney(China),
Cuttleball Game Studio, Qilue Culture Co. LTD

EDUCATION

April 2024

Bachelor of Arts (B.A.) in concept art

ArtCenter College of Design, Pasadena, CA, US

June 2019

Master of Arts (M.A.) in concept art/design

Shandong University, ShanDong

May 2015

Bachelor of Arts (B.A.) in industrial design

Beijing Institute of Technology, Beijing