

QIUYA CHEN

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EDUCATION

USC School of Cinematic Arts (USC Games)– Los Angeles, CA Exp. Graduation *May 2026*
Bachelor of Fine Art, Game Development and Interactive Design

USC Roski School of Art and Design – Los Angeles, CA Exp. Graduation *May 2026*
Bachelor of Fine Art, Design

GPA: 3.80

EXPERIENCE

Concept Artist (team size 45+) Aug 2024 – Present
DuoQ, USC Games (AGP) – Los Angeles, CA

- Designed prop concepts, including weapons and gloves in stylized art while enhance storytelling.
- Created alpha textures for leaves and bushes for use in UE5
- Ensured cohesive designs by analyzing and adhering to the game’s art style and value structure.
- Produced detailed turnaround sheets for 3D artists and communicated closely for clarifications.
- Collaborated with cross-disciplinary teams to align on design goals and refine visual solutions.

Concept Artist (team size 20) Aug 2024 – Present
Last Sundae Studios – Los Angeles, CA

- Designed the studio’s logo to capture its creative identity and vision..
- Developed dynamic concepts for main characters and NPCs, showcasing a variety of 2D expressions.
- Created unique and playful designs for props, including a standout bowling pin concept.
- Collaborated closely with the Art Director and 3D artists to refine and align art direction across the team.

Art Director & Concept Artist (team size 30+) Mar 2023 – Aug 2024
The Veiled Ones, USC Games (AGP) – Los Angeles, CA

- Arranged game pitch deck that got greenlit among **60 other pitches** to a board of faculty and Rockstar developers and **published on STEAM.**
- Written a **49-slides art bible deck** for art direction purposes including art styles analysis, directions on pipeline of multiple field such as characters, environments, and settings.
- Developed **5 storyboards** for crucial animated cut-scenes from beginning to end of gameplay, and **20+ pages of 2D concept arts** from silhouettes to final rendering for: environments, props, and characters.
- Editing and **set dressing over 5 environments** in Unity Engine, assuring all environment art and lighting covey under the art style theme.
- **Directed 10 on-team artists** in unifying art style, design directions, reference research, and creating 3D modeling sheets, tracked and assigned tasks for both 2d and 3d pipelines.
- Communicated closely every week with other external department leads: Design, Engineer, and Narrative for feedback loops and revising visual solutions.

2D Environment Concept Artist

Dreamland Confectionery – Los Angeles, CA Dec 2021 - Mar 2022

- Assembled plants 2D Alpha cards for assets to implement in game levels.
- Concepted props for core gameplay object that has 2 different visual stage with animation.
- Making stylized sketches and variations for the different environment prop assets.
- Illustrated stylized paint-over with 3D environment scenes from Unity Engine.

SKILLS

Photoshop, Illustrator, After Effects, Maya, Blender, Unity, Cinema 4D, Dimensions, Word, Excel, Google Sheets
Favorite Games: Genshin Impact, Honkai Star Rail, Stardrew Valley, Stanley Parable, Final Fantasy VII, Minecraft