



DAVID CHEUNG

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Email: David.Cheung@davidc.se Date of birth: **83-11-28**

CONCEPT ARTIST/DESIGNER

An enthusiastic and passionate artist who seeks permanent role within a dynamic company to work with like-minded people. A driven and tenacious individual with experience working at games studios along with strong art skills polished whilst freelancing as Concept Designer. A strong believer in self-empowerment coupled with a willingness to learn new skills to add to an already impressive portfolio.

EXPERIENCE

Pyxical Limited

Freelance Concept Artist

June 13- Aug 13

A startup game company based in London, UK.

- Created few concept art for their upcoming horror game.

Pixelated games

Freelance Concept Designer- NEW YORK, USA

Oct 12- Oct 13

With their second online game Fantasy Online has reached over 1.5 million likes in Facebook, they continue to grow continually. Now they are aiming at their biggest project Fantasy Online 2.

- Responsible for all cartoon design for the next Facebook online game- Fantasy Online 2, helped the team creating an unique style.

The Film Refinery

Freelance Illustrator- LOS ANGELES, USA

Sep 12-Oct 12

- Making illustrations/storyboard for film production, the movie is under filming.

Skyrockgames

Freelance Concept Illustrator –KOUVOLA, FINLAND

May 12-Aug 12

Skyrockgames is an independent game studio, they have shipped half of dozen games on PC, consoles and mobile.

- Making production illustrations for upcoming online game Deadland Diaries

Förlagret

Freelance Illustrator – MALMÖ, SWEDEN

Mar 12-Oct 12

- Book cover for an upcoming fantasy book, book is under development

Killing Time Apps

FREELANCE 2D-ARTIST – MALMÖ, SWEDEN

Jan 12- Mar 12

KTA is a new started Iphone/app company, they have released Iphone/Ipad games as pododyssey and satansdozen.

- I was responsible for 2d graphic (GUI,Character,Background) for an unshipped iphone/ipad game.

Climax Studio

ENVIRONMENT CONCEPT ARTIST – PORTSMOUTH, UNITED KINGDOM

Feb 11- Aug 11

Climax was responsible for Silent Hill: Shattered Memories, Wii (2009), Overlord: Dark Legend, Wii(2009), Overlord Minions, Wii (2009) and Rocket Knight, Xbox Live, PSN, Steam (2010)

- Worked closely with the level team and the environment lead artist to design concept readable levels for level-designers. Also worked closely with lead designer and game director.
- Produced digital painted color moods to give strong environmental feeling of the levels.
- Assisted other concept artists and level designers in 3D directions in creating simple environments
- Created high detailed cityscape and landscape drawings for the outsource studios
- Played key artist role on unshipped **AAA-Title** currently still in production.

Rocketpack Ltd

2D and 3D Artist - HELSINKI, FINLAND

Jun 10 – Feb 11

A leading Scandinavian social game developer, producing multiplatform games for Iphone, Ipad, Web, Android, HTML5 using Rocket Engine software.

- Lead 3D artist responsible for environment, character and prop design.
- Created assets using Blender and Photoshop. Animated basic motion for each assets and texturing.
- Key role in developing Shipped Title “Warimals” Social game.
- Created and reproduced 3D effects using the existing 2D assets from the production.

Abydos Online

CONCEPT ARTIST/GRAPHIC DESIGN – MALMÖ, SWEDEN

Jan 09 – Feb 11

Startup studio MMO game developer, expected Alpha release on May 2011

- Created black and white sketches of exterior design for buildings and props.
- Final production art on city scape concepts for games production.

Skills (Proficient User)

- Autodesk Maya 3D Software
- Adobe Premier
- Adobe Illustrator Software
- Pixologic ZBrush Sculpture Software
- After Effect
- Unreal Engine Software
- UDK Editor
- Proficient Traditional Artist in Architecture Design, props, anatomy and animal concepts.
- Proficient Environment Artist using digital painting coupled with the ability to produce multiple concept art.
- Adobe PhotoShop
- Flash Software
- Dreamweaver
- Blender 3D Software
- Proficient using NormalMap
- Xnormal
- Blender

EDUCATION

The Game Assembly, Malmö, Sweden

Vocational Education in Game Art and design.

Interactive Academy, Eksjö, Sweden

Vocational Education in Digital Animation, Graphic Design focusing on digital animation through the World Wide Web, graphic design and illustration.

Celsius Gymnasium High School, Malmö Sweden

Industry program focusing on techniques, welding, beaters and CNC programming

Languages

- Regular English- Written and Spoken
- Fluent Swedish- Written and Spoken
- Basic Cantonese- Spoken
- Basic Danish- Spoken

Personal Interests

- Voluntary: Worked as part of a small team to manage a Christian Youth Group in Malmo, Sweden for two years. Mentored young people and organised enrichment trips and residential camps.
- Sports enthusiast and regular gym user..
- Travelled around Europe, North & South America and East Asia including Hong-Kong, Singapore, Japan and China.

Expected Salary: Negotiable

Date Available: Immediate