

Justin Chan

Email: jchan.digitalart@gmail.com

Portfolio: justinchan.art

Education

Sheridan College - Oakville, Ontario, Canada 09/2012 - 04/2016
Bachelor of Animation (Honours)

Work Experience

Freelance Artist

9 Years Experience as Concept Artist, Illustrator, Art Director for various clients 2013 - Present

PlayStudios Asia - Hong Kong

Lead Artist + Lead Character Artist for multiple mobile game projects 10/2018 - 11/2019

Talent Tree - Toronto

Instructor for Stylized Character Course for 3 semesters 06/2017 - 09/2018

Ubisoft - Toronto

Junior Concept Artist for StarLink: Battle for Atlas 07/2016 - 06/2017

Crush Visual - Toronto

Concept Artist and Lead Artist for unannounced projects 06/2017 - 06/2018

Projects & Clients

Freelance Concept Art, Illustration, Art Direction for animation and game studios

Crash Bandicoot 4 Toys for Bob (Concept Art)

Rogue Legacy 2 Cellar Door Games (Character Design)

The Walking Dead: Something to Fear Card Game Skybound Games (Illustration)

Century: Crystal Golem Edition Plaid Hat Games/Plan B Games (Illustration)

Phoenix Labs (Concept Art)

Mossmouth (Illustration)

Asteroid Base (Illustration)

House of Cool (Colour Keys)

Mattel (Character Design)

Mojang (Concept Art, Illustration)

Hit Point Press (Illustration)

Nickelodeon (Character Design)

Nick Jr. (Character Design)

Perfect World Pictures (Character Design)

Awards

DreamWorks Animation Scholarship

Presented by DreamWorks during Sheridan's Industry Day 2016 for film *Veggiemancer*

04/2016

Academy of Interactive Arts & Sciences

Spelunky 2 Artwork winner for Iconography in Gamemakers Sketchbook

07/2021

Melbourne Underwater Pet Expo 2022

Third place prize in the Aquascaping Contest at UPE 2022

07/2021

Extracurricular

Diveline Scuba Centre

Dive club member, participated in invasive Wakame collection at local piers, and contributed data to SeadragonSearch

International Aquatic Plants Layout Contest

Participant in the IAPLC. World Ranking #185 layout in 2018, and World Ranking #192 layout in 2020

SGDQ 2014 Charity Shirt

Charity shirt design in collaboration with The Yetee for Summer Games Done Quick. Contributed over \$1000 for Doctors Without Borders.

AGDQ 2014 Charity Shirt

Charity shirt design in collaboration with The Yetee for Awesome Games Done Quick. Contributed over \$2500 to reach a goal of \$1 million raised for The Prevent Cancer Foundation

Artbooks

Illustration featured in *Every Day is Play* artbook by Game Paused

Character designs featured in *Masters of Anatomy Book 2: Faces of Character Design*

Illustration featured in *ARTISTS IN THE AMERICAS* by PIE International