

# WILLIAM CHENG

CONCEPT DESIGNER/ILLUSTRATOR

Los Angeles, CA

[william.cheng.c@gmail.com](mailto:william.cheng.c@gmail.com)

## Experience

Concept Artist

Studio City, CA  
Jan 2019 - Present

### Parallax Studios

DRIFT Proof of concept animated short

-Keyframes, end credit illustrations, and concept designs for props, environments, and vehicles.

RIOT PsyOps Songbird Animation Teaser

-Illustrations, Art Directing Freelance Illustrators, Pitch Artwork

Electric State Film Project

-Keyframe designs

Netflix "The Gray Man" Film Project

-Prop designs and environment touch ups

Shazam 2

-Creature design and Environment design

Unannounced Riot Project

-Creature concepts and keyframe designs

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Associate Artist

Glendale, CA  
Jan 2017 - Dec 2018

## Disney Interactive

### Star Wars Puzzle Droids

- Concept designed levels and worked on feedback of game assets with co-development team

### Star Wars: Jedi Challenges

- Worked on visual targets and concept art for the game during early development

### Marvel Future Revolution

- Concept art feedback with outsource team and character skin designs

### Cancelled Star Wars AR Project

- Environment and character concepts

### Marvel Battle Lines

- Character Illustrations and Promotional Artwork Design feedback

### Unannounced Projects

- Pitch artwork exploring styles, character design, and story moments

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Freelance Concept Artist

Venice Beach, CA  
Mar 2017 - Jun 2018

## MAP Design Lab

### Technicolor Film

- Keyframe Illustrations

### Microsoft Move VR Project

- Environment Concept Art

### USC Center for Body Computing

- Keyframe Illustrations for Presentation

### LuLu Lemon

- Keyframe Illustrations for Pitch

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Freelance Concept Artist/ Creature Designer

Burbank, CA  
May 2017 - Oct 2018

## Don't Blink Short Film/Unannounced Project

Concept Short for Director Sherif Alabede  
-Creature Designs/Keyframes/Prop Design

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Freelance Concept Artist

UCLA  
Sep 2017

## Cupid's Paradise Short Film

UCLA Student Film directed by Ivy Liao  
-Keyframe Illustration

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### Skills

## 2D/3D

Proficient in traditional and digital media. Skill set includes  
Photoshop, SketchUp, and a basic use of Z-Brush

### Education

## Art Center College of Design

Pasadena, CA  
2014 - 2017

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