

RACHEL WAN

Illustrator | Visual Developer | Concept Artist
Kuala Lumpur, Malaysia

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www.rachelwan-art.com

www.artstation.com/rachelwan

www.behance.net/rachelwan-art

Resume

WORK EXPERIENCE

July 2023 – Current

San Antonio, Texas, United States

Owl Ghost Art Studio

Illustrator (remote)

Currently illustrating art and design materials for tabletop games. Materials include card illustrations and board art.

Current Projects:

- “Doomscroll” by GameStormEDU
- “Grimpath” by David Gardner of Deck Tactics

May 2023 – July 2023

Petaling Jaya, Malaysia

FNL PRJCT

Background Artist

A short term contract illustrating backgrounds for a promotional video.

Client:

- Mobile Legends Bang Bang | Snapdragon Pro Series

2015 – February 2023

Karachi, Pakistan

Mano Animation Studios

Environment Designer (full-time remote contractor)

Project: The Glassworker

In collaboration with the Art Director, Architects and Artists, our primary goal was to produced the most beautiful animated film possible.

My job description includes:

Concept Artist

- Creating first concept drafts of the locations in the film

3D Modeller

- Modelling 3D Assets
- Cleaning up 3D Assets

Layout & Render Artist

- Placing cameras in shots to correspond with the storyboard
- Rendering shots to provide lighting information
- Training Artists

Management

- File prepping and organisation, work delegation, scheduling and training
- Scouting and hiring talents

Background Artist

- Painting backgrounds
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2011 – 2023

Petaling Jaya, Malaysia

Midnight Chiffon Design House PLT

Graphic Designer, Concept Artist and Illustrator

Midnight Chiffon Design House PLT (MCDH) is my own business registered to handle business affairs in regards to contractual work and freelancing.

My primary role as a Graphic Designer includes:

- Determining concepts and design solutions, whilst producing a wide array of designs for various clients;
- Examples of deliverables includes: buntings, booklets, webpage, name cards, brochures, flyers, tickets and logo.

Client List:

- IV Peas Paradigm Sdn Bhd
 - Love Has A Many-Splendoured Thing - A musical production
 - The 7 Facades - A theater production
 - L'Oréal Malaysia
 - Beyond Korea Sdn Bhd
 - Phosumpro Sdn Bhd
 - The Popping Ground Sdn Bhd
 - Wan Sports Management PLT
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My primary role as a Concept Artist and Illustrator includes:

- Determining concepts and design solutions, whilst producing a wide array of designs for various clients;
- Examples of deliverables includes: concept paintings and sketches.

Client List:

- Eric Miller Animation Studios
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September 2012 – April 2014

Petaling Jaya, Malaysia

Fly Studio Sdn. Bhd. | Digital Frontier Inc. Japan

CG Artist

Modelling and texturing 3D assets for games and movies.

Metal Gear Solid – The Phantom Pain and Ground Zeroes (2014, 2015)

In-game production

Modelling and texturing 3D environment assets

Ultraman (2014)

Movie Production

- Modelling and Texturing 3D environment assets

Mememe No Kurage (2013)

Movie Production

- Modelling and texturing character assets

Various Pachinko Projects

Notable projects : Berserk (pachinko based off manga series by Kentaro Miura)

- Concept Art for characters
 - Modelling and texturing character assets
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SKILLS

- Drawing
 - Digital Painting
 - Concept Design
 - Illustration
 - 3D Modeling
 - 3D Texturing
 - Graphic Design
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TECHNICAL PROFICIENCY

Softwares

Adobe	<i>Major</i>	Photoshop Illustrator Indesign
	<i>Minor</i>	After Effects Premiere Pro

3D	<i>Major</i>	Autodesk Maya
	<i>Minor</i>	Autodesk Mudbox Pixologic Zbrush

EDUCATION

2008–2010

The One Academy of Communication Design
| *Diploma in Digital Animation*

2003–2007

SMK Subang Utama
| *Secondary Education*

AWARDS & RECOGNITION

August, 2010

Featured in '**Student Limelight**',
The One Academy of Communication Design website.

July, 2010

Awarded Certificate of Academic Excellence,
2nd Year Top Student,
The One Academy of Communication Design.

June, 2009

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1st Year Top Student,
The One Academy of Communication Design.
