

# JINKUN CHEN

ENVIRONMENT ARTIST / CONCEPT ARTIST

## EDUCATION

- 2022-2024 ● Carnegie Mellon University  
MET, Entertainment Technology
- 2017-2022 ● Tsinghua University  
BFA, Visual Communication Design

## PROFESSIONAL EXPERIENCES

- 2020 ● NetEase, Inc.  
Concept Art Design Internship  
Created 2D modern soldier character concept art, design and created a traditional Chinese style scene in Unity.

## PROJECTS

Available on  
[www.chenjinkun.net](http://www.chenjinkun.net)

- 2022 **MOTH**  
Team project, based on Unreal 4, a first-person horror game, realistic environmental art style.  
My role: environment artist and concept artist.
- 2021 **Pilgrim**  
Personal project, based on Unreal 4, a third person puzzle game, stylized rendering inspired by cartoonist Moebius.
- 2021 **Super Animal Bros.**  
Team project, based on Unreal4, a platform game, voxel cartoon stylized rendering.  
My role: General Artist including 3D environment, character modeling, animation and everything else.
- 2021 **Misty**  
Personal project, based on Unreal4, a puzzle game, stylized rendering.

## ACHIVEMENTS

- 2021 The Best Game, BIGC Game Jam.  
2021 The Best Game, Game Cores Nuclear Fusion Exhibition.  
2020 Runner-up, Concept Art Competition, NetEase, Inc.

## CONTACT

### PHONE

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### EMAIL

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### PORTFOLIO

[www.artstation.com/jjinkunchen](http://www.artstation.com/jjinkunchen)

### ADDRESS

Pittsburgh, Pennsylvania,  
United States

## SKILLS

Environment Art  
Character Concept Art

## TOOLS

MAYA, 3Dmax, Zbrush  
Unreal, Unity  
Adobe PS, AI, ID, AE, PR  
Substance Designer/Painter  
SpeedTree, World Creator