

Q U A N C H U

Illustrator and Visual Development Artist
quanmchu@gmail.com / 408-221-2892

COMMERCIAL WORKS

Comic Artist and Cover Illustrator 2016 – Present
"SALVATION" graphic novel written by Anthony Mauro
Expected to be published by Action Lab comic by 2021

Illustrator & Logo/Brand designer 2020 – Present
"POLYCENTRIC LEADERSHIP" project by Joseph Handley
Asian Access non-profit organization

Logo Designer 2019
Anh Nguyen LLC – a civil engineering & design unit

Concept Artist – Creature Designer 2018 – 2019
Design 150+ concept designs for an Abyss monster film.
NS Productions

Visual Development Artist 2018
"DAY JOBS" a short film directed by Nikiel Suchit.

Illustrator 2016 – 2017
"IN TENEBRIS LUX" by Golden Age Game. Illustrated artworks supported lead concept designer/creator Owen Aurelio with packaging & playing card format.

Lead Visual Development Artist 2016 – 2017
"THE MASQUE" videogame directed by Matthew White.
Spearheading designs of main characters and environments.
Successfully captivated the horror, dark ambient of the game.

Visual Development Artist 2015 – 2016
"EYE LOVES YOU" an animated film directed by Nikiel Suchit
Won Best animation at 27th CSU Media Arts Festival & was featured at 2017 Annecy International Animated Film Festival along with other 20+ awards.

Visual Development Artist 2015 – 2016
"FOUR FOUR DOWNPOUR" animated film by San Jose State University animation/ illustration for Adobe Inc.

Character Designer 2015 – 2016
"WAR GIRLS" project and "WHITE PALADIN" character design
Phoenix Miniatures & Co

PERSONAL WORKS & EXHIBITIONS

ATRIUM VERMICULUS 2020 – Present
Pen and ink series of 78 illustrations for Tarot deck project
In collaboration with Rachel Handley

IN THE BLEAK MID WINTER 2020
Pen & Ink on paper. 34x52cm
Private Gallery. San Leandro, CA

THE LAST BREATH OF AUTUMN 2020
Graphite on paper. 38x25cm
Private gallery. Big Bear Lake, CA

MEGALITH 2020
Digital Illustration.
5th edition D&D campaign setting by David Somerville

FŪRINKAZAN 2019
Polyptych sumi-e painting. 6 paper panels. 1x4 feet each.
Caffe Frascati gallery. San Jose, CA

JINCHŪ 2018-2019
Pen and ink on paper & Digital.
Personal series of design works based on Journey to the West

SERIES OF PORTRAITS 2018
Graphite on paper. Various sizes.
Portraits of Bernhard Roetzel, G. Bruce Boyer & Hugo Jacomet
for an Untitled sartorial book written by themselves.

SELF-PORTRAIT 2012
Oil on canvas. 18x24in
Euphrat Museum of Art. Cupertino, CA

RELEVANT SKILLS & PROFICIENCIES

The love and passion for art and artists, games and history.

Excellent draftsmanship and painting skills with keen eyes for lighting, colors, value and shape design.

Strong storytelling skills expressed through characters' appearances, belongings and expressions.

High understanding of world history, weaponry, horology, clothing, fashion and leatherworks.

Strong work ethic, self-motivation, communication, responsiveness, and the ability to take constructive feedback.

Seeking challenges with respect and strong leadership. Highly adaptive to different team cultures and working environment

Knowledge of Adobe Master Suite, Maya, Zbrush and Substance Painter.