Humza Khan

Illustrator Concept Artist
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Professional Summary

Award-winning Concept Artist and Illustrator with over 15 years of experience creating characters, environments, and visual development for AAA games, films, and emerging media. Skilled at delivering high-quality designs that balance storytelling, mood, and gameplay needs. Experienced collaborating with cross-disciplinary teams at top studios including Activision Blizzard, Ubisoft, and Wargaming. Strong portfolio of shipped titles and promotional art, coupled with teaching and mentoring roles preparing the next generation of artists.

Core Skills

- Character & Creature Design
- Environment & Prop Design
- Visual Development & Storyboards
- Digital Illustration (AAA polish, marketing art)
- Art Direction & Team Leadership
- Adobe Photoshop, Procreate, Traditional Media

Selected Experience

Senior Concept Artist – *Activision Blizzard / Raven Software* | Madison, WI | 2019–2020

- Produced approved concept art across multiple teams for *Call of Duty: Black Ops Cold War* and *Warzone*.
- Developed character, prop, and environment designs under tight deadlines while maintaining AAA quality.
- Took initiative to master new tools and streamline workflows.

Concept Artist — *Dreamview* | Novato, CA | 2021–2022

- Delivered environment paintings, prop and character concepts for multimedia projects.
- Presented creative direction through storyboards and design compositions.

Illustrator / Concept Artist — *Ubisoft* | San Francisco, CA | 2011, 2018

- Created sketches, thumbnails, and marketing art for *The Division 2* and other titles.
- Coordinated closely with art directors to align illustrations with brand and gameplay vision.

Illustrator — *Wargaming America* | Emeryville, CA | 2012–2016

- Designed concept art, promotional illustrations, and in-game assets for *World of Tanks* and *Masters of Orion*.
- Consistently delivered assets ahead of schedule, contributing to efficient production cycles.

Art Director / Concept Designer — *Sixits* | San Rafael, CA | 2011–2012

- Directed a team of 20 artists from concept through completion across multiple projects.
- Developed visual direction, storyboards, and concept designs praised for originality.

Freelance Concept Artist / Illustrator — Multiple Clients | 2007–Present

- Created imaginative designs for characters, environments, and marketing campaigns.
- Delivered polished art assets and project proposals for enterprise and entertainment clients.

Teaching & Mentorship

Concept Art Instructor — *Ichen Art Academy* | Fremont, CA | 2022–Present

- Designed curriculum on character, environment, and visual storytelling.
- Guided students in building competitive portfolios for top art schools and industry roles.

Mentor, Concept Art — *CG Spectrum College of Digital Art & Animation* | Remote | 2020–Present

- Trained aspiring artists in professional techniques for characters, environments, and multimedia assets.
- Led workshops, critiques, and career-focused portfolio reviews.

Awards & Recognition

- **Emmy Award – Outstanding Graphic Design (Sports)**
- **Emmy Nomination – Outstanding Digital Innovation (Sports)**
- CCS Scholarship Award, Logo Design Award (BPA)

Selected Titles

- *Call of Duty: Black Ops Cold War*
- *Call of Duty: Warzone*
- *The Division 2*
- *World of Warships*
- *World of Tanks* (multiple platforms)
- *Deus Ex: The Fall*
- *The Sims 3 & Late Night Expansion*
- *Fracture*

Education

BFA in Illustration – College for Creative Studies | Detroit, MI
Minor: Industrial Design

MFA Studies in Animation – Academy of Art University | San Francisco, CA
Additional training: Animation Collaborative, Emeryville, CA