

Humza Khan— Concept Artist / Illustrator

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248-762-2303 Alameda, California

Highly creative Art Director with solid success directing and implementing broad range of projects, from conception to launch. Coordinates with Parent Company to define, develop, direct, and communicate overall art vision. Directs art developed both internally and by third parties. Collaborates with Art, Design, Engineering and Art teams to make recommendations and decisions regarding overall art vision. Works with Development Team to make sure art priorities are effectively defined and processes meet both artistic and scheduling goals. Exceptional collaborative and interpersonal skills; Provides clear written and illustrated guidelines that communicate art vision to both internal and external teams. Excellent eye for graphical quality and knowledge of techniques used to achieve visual targets. Experience leading a team with emphasis collaborating with Senior and Executive level leadership.

Core Strengths

- Team Leadership
- Environmental Concept Design
- Character Design
- Digital Illustration
- Storyboards
- Visual Development
- Adobe Photoshop
- Illustration
- Art Direction

Professional Experience

Multiple Engagements, San Francisco, California

Freelance Concept Designer/Illustrator/Art Director, 1/2007 – Present

Create imaginative and original designs for characters and other game assets. Produce high quality art and design materials to agreed specifications. Create concept art and game-ready production assets; character art, backgrounds, scene objects, and clothing. Design project proposals and monitor efficient working of complex projects.

Key Achievements:

- Effectively manage project initiatives for large-scale projects for major enterprise clients, consistently achieving on-time and in-budget completion of all deliverables.
- Interpret and analyze aesthetic threads between various provided reference materials; build on-brand, unique, and appropriate artistic styles for games.

Activision Blizzard / Raven Software, Madison, Wisconsin

Senior Concept Artist, 6/2019 – 6/2020

Worked with a team of artists, designers, art directors, concept artists, illustrators to produce high quality AAA content for console platforms. Create imaginative and original designs for characters and other game assets. Produce high quality art and design materials to agreed specifications. Create concept art and game-ready production assets; character art, backgrounds, scene objects, and clothing.

Key Achievements:

- Effectively delivered conceptual artwork approved by multiple teams and stakeholders
- Took initiative in learning new software

Wargaming America, Emeryville, California

Illustrator, 8/2012 – 3/2016

Developed concept art and prepared appropriate games. Designed thumbnails and sketches for every visual representation. Coordinated with art director and prepared illustration to individual games. Prepared appropriate materials for various marketing and PR strategies. Monitored visual development materials and translated it into games.

Key Achievements:

- Effectively delivered preliminary sketches to high end promotional/marketing illustrations.
- Provided work up to two months ahead of schedule.

Sixits, San Rafael, California

Art Director / Concept Designer (Contract), 8/2011 – 9/2012

Successfully managed and coordinated team of 20 on graphic design projects from concept through completion. Collaborated with clients, designers, and consultants to create vision, conceive designs, and meet all deadlines and requirements. Effectively built, motivated, and directed design teams. Delivered concept design, storyboards, and visual development on variety of projects.

Key Achievements:

- Consistently recognized for fresh and innovative ideas and applications.
- Presented creative vision effectively through storyboards and design composition.

Golden Era Productions, Hot Springs, CA

Contract Concept Designer / Storyboard Artist / Art Director, 11/2007 – 8/2008

Led end-to-end design projects and provided creative guidance on scope, visual design, concept, and execution. Administered projects and developed appropriate characters. Developed and produced high end illustrations for promotions. Monitored development issues and assisted in appropriate resolution. Coordinated with marketing team and prepared concept sketches. Analyzed environment and prepared appropriate storyboard.

Key Achievements:

- Consistently recognized for fresh and innovative ideas and applications.
- Delivered environment painting, character designs, storyboards and art direction.

AWARDS

CCS Scholarship Award

Logo Design Award: Business Professionals of America

Selected GAME TITLES

Fracture (AAA Console/Ps3, Xbox360)

Deus Ex - The Fall (IOS, Android, PC)

The Key (Animation Short)

World of Tanks (PC, XBox360, Xbox One)

SIMS 3 (PS3, XBOX360, PC, IOS, ANDROID)

Sim 3: Late Night Expansion Pack (PC)

World of Warplanes (PC)

Masters of Orion (PC)

Tom Clancy Splinter Cell Project (Canceled)

Postmortem (Console/Canceled)

Untitled Film (Canceled)

World of Warships (PC)

Education/Training

Bachelor of Fine Arts in Illustration • Minor in Industrial Design

College for Creative Studies, Detroit, Michigan

Master of Fine Arts (Studies) • Classes Towards Animation M.F.A

Academy of Art University, San Francisco, California

Animation Collaborative

Emeryville, California