Humza Khan— Concept Artist / Illustrator
www.humzakhan.com • humzaemail@gmail.com
248-762-2303 Michigan

Highly creative Art Director with solid success directing and implementing a broad range of projects, from conception to launch. Coordinates with the 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 the 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.

Selected GAME TITLES
Call of Duty: Black Ops: Cold war
Call of Duty: Warzone
The Division 2 (PS4, XBOX ONE)
World of Warships (PC)
Untitled Film (Canceled)
Postmortem (Console/Canceled)
Tom Clancy Splinter Cell Project (Canceled)
Masters of Orion (PC)
World of Tanks (PS3, XBOX360, PC, IOS, ANDROID)
World of Tanks (PC, XBox360, Xbox One)
The Key (Animation Short)
Deus Ex - The Fall (IOS, Android, PC)
SIMS 3 (PS3, XBOX360, PC, IOS, ANDROID)
Sim 3: Late Night Expansion Pack (PC)
Fracture (AAA Console/Ps3, Xbox360)

Core Strengths
• 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, 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.

Dreamview, Novato, California
Concept Artist, 3/2021 – 6/2022
Worked with a team of 3d artists, designers, directors, to produce high quality multimedia assets. Create imaginative and original designs for characters and other assets. Produce high quality art and design materials to agreed specifications. Create concept art and production assets; character art, backgrounds, scene objects, and clothing. *Key Achievements:* • Delivered environment painting, character designs, prop designs
● Presented creative vision effectively through storyboards and design composition.

CG Spectrum College of Digital Art and Animation, Australia
Concept Artist Mentor, 7/2020 – Present
Guiding aspiring artists in the dynamic world of concept art, worked closely with students to develop their skills in creating imaginative and original designs for characters, environments, and other multimedia assets. My role involves teaching fundamental and advanced techniques, fostering creativity, and ensuring that students produce high-quality art that meets industry standards.
Key Achievements:
● Mentored students in producing detailed character designs, environment concepts, and visual storyboards.
● Facilitated workshops and critiques to enhance students' creative vision and technical proficiency.

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

Ubisoft, San Francisco, California
Illustrator, 6/2011 – 8/2011, 10/2018 - 11/2018
Developed concept art and prepared appropriate illustrations. Designed thumbnails and sketches for every visual representation. Coordinated with the art director and prepared illustrations 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 for marketing team

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 the art director and prepared illustrations 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 a 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, 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 the marketing team and prepared concept sketches, and prepared appropriate storyboards.
Key Achievements:
● Consistently recognized for fresh and innovative ideas and applications.
● Delivered environment painting, character designs, storyboards and art direction

AWARDS
Outstanding Graphic Design - Specialty: Emmy Win (Sports)
Outstanding Digital Innovation: Emmy Nomination (Sports)
CCS Scholarship Award
Logo Design Award: Business Professionals of America

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