Robert Chew

Freelance Illustrator/Concept Artist

Email: MasterChewCreativeIndustries@gmail.com

Website: https://robertbchew.com

Instagram: @MasterChew

Twitter: @RobertBChew

About

Hi! My name is Robert Chew. I'm a concept artist/illustrator with experience in a videogames, illustration, theme park design, and NFT's. Projects I've worked on include Battleborn and Borderlands 3 at Gearbox Software as a concept artist, and as a production illustrator at RGH Themed Entertainment for the Red Sea Astrarium project (there's a story for this one.) Currently I've been working under the monicker Master Chew Creative Industries on my own projects as well as NFT projects. Personal projects that I've worked on include the Big Five, Agents of Sin and Virtue, Rougarou, Shikigami, and Inferno. I enjoy focusing on world building and character/costume design with an emphasis on believability and uniqueness. Sources I draw inspiration from include natural design (plants and animals,) modern robotics, fashion design, indigenous cultures, world history, block chain technology, and myths/legends.

Work Experience

NFT Drops

- September 2021: Shikigami Part I
- February 2022: Shikigami Part II
- August 2022: Inferno

Big Five

- 2017 Optioned Big Five property to Lionsgate Film with Di Bonaventura Pictures and Section 9

Gearbox Software

- 2015 – 2021: In house concept artist on Battleborn and Borderlands 3. Designed characters, costumes, environments, props, vehicles, and graphics/decals. AD Scott Kester.

Zoic Studios

- 2014: Contract concept artist for advertising.

RGH Themed Entertainment

- 2012 – 2013: Production Illustrator for the Red Sea Astrarium project. Created historically accurate mood paintings, costume designs, character designs, and graphics. AD Richard Taylor

Ngmoco

- 2012 – 2013: Freelance painter for the mobile card game "Transformers: Legends." AD Steve Abeyta

Funzio

- 2010 – 2011: 2D artist intern for the social game "Crime City"

Skills

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Sketchup

Traditional Illustration Skills

Concept Art/Design Skills

Basic Graphic Design Skills

Education

Red Engine School Entertainment Design,

2012 – 2013: Concept Art for Game and Film

Instructors: John Park, Jung Park, and Steve Jung

Academy of Art University San Francisco

2007 – 2012: BFA Traditional Illustration

Dept. Director: Chuck Pyle