



IAN JUN WEI CHIEW

PRE-PRODUCTION / CONCEPT ART, VISUAL DEVELOPMENT & ILLUSTRATION / ART DIRECTION
WWW.IANCHIEW.COM // IANCHIEWART@HOTMAIL.COM

// EXPERIENCE

TENCENT 腾讯

ART DIRECTOR, SEPTEMBER 2021 – PRESENT

SUCKER PUNCH PRODUCTIONS (SONY INTERACTIVE ENTERTAINMENT)

LEAD CONCEPT ARTIST, OCTOBER 2020 – SEPTEMBER 2021

GHOST OF TSUSHIMA

GHOST OF TSUSHIMA: LEGENDS

GHOST OF TSUSHIMA: DIRECTOR'S CUT

SENIOR/LEAD CONCEPT ARTIST, OCTOBER 2017 – OCTOBER 2020

CONCEPT ARTIST, FEBRUARY 2015 – OCTOBER 2017

TURN 10 STUDIOS (MICROSOFT)

CONCEPT ARTIST, OCTOBER 2014 – FEBRUARY 2015

FORZA MOTORSPORT 6

FREELANCE, 2014 - PRESENT

CLIENT LIST:

POWERHOUSE ANIMATION / NETFLIX – CASTLEVANIA: NOCTURNE, MASTERS OF THE UNIVERSE: REVOLUTION

MAKING FILM PRODUCTIONS – UNANNOUNCED

THE ART OF DIRECTION / REGENCY – ASSASSIN'S CREED

GADGET-BOT STUDIOS – KONNEXION

NETEASE – UNANNOUNCED

RICHARD SOLOMON ARTIST REPRESENTATIVE

AAU – ADVANTAGEOUS

// PUBLICATIONS & AWARDS

JAPAN ILLUSTRATORS' ASSOCIATION | BRONZE AWARD - 2023

BAFTA GAMES | ARTISTIC ACHIEVEMENT, NOMINATED - 2021

映 CG/INCG MEDIA SEPTEMBER ISSUE 44 – 2020

DARK HORSE COMICS THE ART OF GHOST OF TSUSHIMA - 2020

FLESK PUBLICATIONS SPECTRUM 27, SILVER AWARD, CONCEPT ART – 2020

FLESK PUBLICATIONS SPECTRUM 25 – 2018

3D TOTAL MASTER THE ART OF SPEED PAINTING – 2016

3D TOTAL SKETCHING FROM THE IMAGINATION: SCIFI – 2015

3D TOTAL DIGITAL ART MASTERS: VOLUME 9 – 2014

DOPRESS CG SCENES: FROM SKETCH TO FINISH – 2014

BALLISTIC PUBLISHING EXPOSÉ 10, 11 – 2012, 2013

IMAGINEFX FANTASY & SCI-FI DIGITAL ART ISSUE 95 – 2013

// EDUCATION

ACADEMY OF ART UNIVERSITY SAN FRANCISCO, CA

BFA SCHOOL OF ILLUSTRATION

SEPTEMBER 2010 – MAY 2014