

# CHONG LIU

## CONTACT

E: maxliuutada@gmail.com

T: 917 302 8463

W: www.maxliuwendy.com

## EDUCATION

### Master of Arts / Computer Art

2018 - 2020  
School of Visual Arts,  
NY, United States

### Bachelor of Arts / Digital Media

2014 - 2018  
Central Academy of Fine Arts,  
BJ, China

## PROFESSIONAL EXPERIENCE

### 2022-Present Concept Artist | Ubisoft, San Francisco, CA

- Work with Art directors to define style guides and develop character, environment, and prop concepts for the new Ubisoft first-person shooter video game *XDefiant*

### 2021-2022 Game Artist | Elex-Tech, San Francisco, CA

- Developed environment design & promotional illustrations for ads, social media, and event launches for Mobile game *The Walking Dead: Survivors*

### 2021-2022 Creative Artist | Serenity Forge, Boulder, CO

- Created key art, color keys, concepts to inspire and set the tone and look in the game projects

### 2020-2021 Concept Artist | Adaptive Design Services, Las Vegas, NV

- Provided concept renders of lighting, camera placement and scene composition for clients

### 2019-2020 Artist Intern | Co\_ed Studio, New York, NY

- Created concept design and storyboards for multiple commercial projects
- Worked in collaboration with 3D artists on creating digital assets

## AWARDS & EXHIBITIONS

- |      |  |
|------|--|
| 2020 | New York Film Awards, "NoWhereMan" - Best Animation, Best Original Story                                       |
| 2020 | Los Angeles Film Awards, "NoWhereMan" - Honorable Mention: Animation   |
| 2020 | Festigious 6th Annual International Film Festival, "NoWhereMan" - Best Animation                               |
| 2020 | Calcutta International Cult Film Festival, "NoWhereMan" - Outstanding Achievement Award                        |
| 2023 | Camelback Gallery - Featured Artist  |
| 2024 | Group Exhibition, "The Village", Sasse Museum of Art, Pomona, CA   |
| 2024 | Juror's Choice Award & Group Exhibition, The "Butcher&Homeless", Maryland Federation of Art, Annapolis, MD     |
| 2024 | Talent Prize Award, 9th Open International Juried Competition Winner, "Art Deco Studio", Teravarna Art Gallery |
| 2024 | Group Exhibition, Imaginarium Exhibition, Sao Paulo, Brazil  |
| 2024 | Group Exhibition, Borders, Boundaries, and Beyond, Imago foundation for the Arts(IFA), IMAGO Gallery, RI       |
| 2024 | 3X3 Illustration Annual No 21, "The Flower of War", Honorable Mention  |
| 2024 | Japan Illustrator's Association, "The Flower of War", Silver Award   |

# CHONG LIU

---

## MEDIA & PUBLISHING

- |      |  |
|------|--|
| 2020 | 80LV - NoWhereMan: Short Film Production Pipeline  |
| 2021 | Artdaily - NoWhereMan Stuns The CG Industry With 16 Award Nominations in 2020                    |
| 2021 | The FashionGlobe Magazine - NoWhereMan Stuns the Animation Industry                              |
| 2021 | Film Daily - An Interview with Chong Liu, CG Designer of NoWhereMan                              |
| 2023 | ImagineFX Issue232 - Lay Down 3D Foundations, Max Liu walks through the world - building process |
| 2024 | CanvasRebel Magazine, ShoutoutLA, Voyage LA  |
| 2024 | Visual Atelier 8 - Chong Liu's Captivating Visualisation of Sub-Saharan Rural Architecture       |