CHENHAN JIANG CJ

HARD SURFACE CONCEPT ARTIST

SUMMARY

Hard Surface Artist with experience in AAA game production and outsourced asset development. Contributed to the shipped AAA title FragPunk, supporting weapon and asset production from pre-launch through five post-launch seasons of live content.

Specialized in weapon and mechanical prop creation, with strong knowledge of real-time pipelines, PBR workflows, and asset optimization.

Experienced in guiding external vendors and managing outsourced asset development through clear asset briefs, structured feedback, and visual benchmarks. Regularly collaborate with international outsourcing partners using bilingual communication to ensure visual and technical consistency across production pipelines.

CONTACT

E-mail:
cj1577@nyu.edu / willbridgej@gmail.com

Indie game website:
https://www.chairmancat95.com/

Social Network:
ArtStation: @William Jiang

EDUCATION

China Academy of Art   2014-2019
Major: Department of Architecture and Art
Degree: Bachelor of Engineering

New York University   2019-2021
Major: Tisch School of the Arts Game Center
Degree: Master of Fine Arts

SOFTWARE   LANGUAGE

Unreal Engine
Substance Painter
Blender 3D   English (Fluent)
Adobe Photoshop   Chinese (Native)
Adobe Premiere   German (Basic)

WORKING EXPERIENCE

NETEASE hard surface concept artist   2022-2026
- Created high quality weapon and mechanical prop assets for released AAA title Fragpunk.

- Collaborated with art direction, tech art, and production teams to ensure assets met performance budgets and engine requirements.

- Provided structured feedback to external vendors, reviewing models, textures, and materials to maintain visual and technical consistency.

- Developed visual benchmarks and asset references to guide outsourcing partners.

- Ensured outsourced assets aligned with internal quality standards and production pipelines.

Tencent Hard surface concept artist (contract)   2022
- 2D weapon concept design/production.

- Communication with VFX/3D/animation production team on in-game asset production

Indie Game Developer   2018-2022
The Smart:
- A 2D platformer action puzzle game created to challenge people's patient and making people frustrated.
- Game design, 2D art.

Tom & Jerry Family Dinner:
- A physics game for friend/family party that create laugh and chaos.
- Game design, 2D art, production management.

AI Escape:
- A local multiplayer game that a camera drone help a blind robot escape from the puzzle.
- Game design, coding, level design.

Sokoban Alchemist:
- An action-adventure game based on Sokoban mechanism.
- Game design, concept art, production management, 3D modeling, UI/UX design.