



CONNOR CHU  
concept art.

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## Skills

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### 3ds Max/Maya

Modeling | Mapping | Lighting

### zBrush

Sculpting

### Photoshop

Concept Art | Illustration

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## Experience

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### E-Waves Assoc., San Gabriel/Walnut - Instructor

May 2016 - PRESENT

### Tea Bar Starry, Arcadia - Server/Barista

July 2013 - March 2015

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## Education

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### Otis College of Art and Design, Westchester - BFA

September 2015 - May 2019

Graduated May 19th, 2019 with Bachelor of Fine Arts. Focus on Digital Media with an emphasis in Game and Entertainment.

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## Certification

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### ACI/ACP - Autodesk Certified Instructor/Professional

August 2017 - PRESENT

Passed formal Autodesk evaluation at a verified Autodesk Training Center and maintained a certified status of upwards 2 years counting.