



SOFTWARE SKILLS



CLIP STUDIO PAINT

Illustrations and concept art



MAYA

Modelling assets and UVing



BLENDER

Modelling assets



ZBRUSH

Character sculpting



SUBSTANCE PAINTER

Asset texturing

YORK CHOW

OBJECTIVE

To work as a concept artist in a games company, improving myself and gaining experience along the way.

SKILLS

- Clear communication skills
- Creative
- Works well with a team
- Willing to learn
- Patient

WORK EXPERIENCE

KIDDIKIDS ENGLISH EDUCATION - PART-TIME INTERN

(SEP 2020 - NOV 2020)

Part-time internship as an English tutor.

FREELANCE - PRIVATE TUTOR

(AUG 2017 - AUG 2019)

Worked part-time as a private tutor for elementary school students

EDUCATION

University of Hertfordshire - BA(HONS)

2021 - Present

3D Games Art & Design

City University of Hong Kong - BA(HONS)

2017 - 2021

English Studies

INTERESTS

- Painting
- Guitar, drums
- Bayonetta, Shin Megami Tensei, fighting games, ULTRAKILL
- Cats