



Humza Khan – Concept Designer & Illustrator

Cellular: (248) 762 2303

E-mail: humza-khan@hotmail.com

Website: www.humzakhan.com

Work Experience:

Electronic Arts

Concept Designer

-Environment, character, vehicle/prop design for “Sims 3 Late Night” and online “Sims 3 store”

LucasArts/ Day 1 Studios

Conceptual/Storyboard Artist

-Visual development of cinematic sequences for the next generation title “Fracture”

Blue Omega Entertainment

Concept Designer

-Visual development and environment paintings on unannounced next generation titles

Firaxis Games/2K games

Concept Designer

-Character designs for next generation title

SunnyBoy Entertainment/Nickelodeon

Concept designer

-Environment concept paintings for film project

Golden Era Productions

Concept Designer/Storyboard Artist/Art Director

-Environment painting, character designs, storyboards and art direction

Mean Hamster/ PlayFirst

Concept Designer

-Character designs within existing style for online game

Software

Adobe Photoshop, Corel Painter, Adobe After Effects, Maya

Awards:

CCS Scholarship Award, Logo Design Award: Business Professionals of America

Clients:

2K Games, Blue Omega Entertainment, C&D technologies, Day 1 Studios, Electronic Arts, Firaxis Games, Fischer Price, Galaxy Press, Golden Era Productions, Hasbro, Leapfrog, Lockheed Martin, LucasArts, Mattel, Mean Hamster, Nickelodeon, PlayFirst, SunnyBoy Entertainment, Techno Source

Education:

College for Creative Studies, Detroit, MI

Minor: Industrial Design (credits exceed requirements for a minor)

Major: Illustration B.F.A.

Academy of Art University, San Francisco, CA

Major: Animation M.F.A. (current)