

Humza Khan – Concept Art and Illustration

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Work Experience:

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

-Environments painting, character designs, storyboards and art direction

Mean Hamster/ Playfirst

Concept Designer

-Character designs within existing style for online game

Awards:

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

Clients:

2K games, Blue Omega Entertainment, C&D technologies, Day 1 Studios, Firaxis, Fischer Price, Galaxy Press, Golden Era Productions, Hasbro, Leapfrog, Lockheed Martin, LucasArts, Mattel, Mean Hamster Software, 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.