

DREW CHEN

Staff 3D / Environment Artist

415-672-9683 • drew@chenzhu.net • San Mateo, CA

SUMMARY

- **10+ years of AAA experience** across multiple shipped titles, with deep specialization in world building and immersive environment storytelling.
- **End-to-end production ownership**, driving projects from R&D and prototyping through optimization and final ship.
- **Comprehensive artistic expertise** across the full production pipeline, including environment, cinematics, real-time lighting, PBR workflows, props, and high-level scene composition.
- **Strategic problem-solver** adept at balancing artistic vision with performance constraints and demanding production milestones.

TECHNICAL SKILLS

Engines:

Unreal Engine, Unity, Godot

Modeling & Sculpting:

Maya, Blender, 3ds Max, ZBrush

Texturing & Materials:

Substance Painter & Designer, Photoshop

Procedural:

Houdini, SpeedTree, World Machine, MASH

Post-Production:

After Effects, Premiere, DaVinci Resolve, Nuke

Collaboration:

Perforce, Figma, Jira, Confluence

Technical:

Fusion, AutoCAD

CREDITS & AWARDS

Asgard's Wrath 2

D.I.C.E. Awards (2024):

Immersive Reality Game of the Year

AIXR XR Awards (2024):

XR Game of the Year

NYX Game Awards (2024):

29 wins including Gold for Best Game Design (Environment)

New York Game Awards (2024):

Coney Island Dreamland Award for Best AR/VR Game

Asgard's Wrath

IGN Best of 2019:

People's Choice Best VR Game

UploadVR Best of 2019:

VR Game of the Year

Mafia III DLC: Sign of the Times

Mafia III DLC: Stone Unturned

Mafia III DLC: Faster Baby!

Mafia III

Webby Nomination (2017):

Best Visual Design

EDUCATION

Master of Arts in Visual Effects

Savannah College of Art and Design Georgia

Master of Architecture

University of Houston Texas

Participated in Space Architecture program at SICA, working with NASA specialists on Extreme Environment Architecture design and visualization.

Bachelor of Engineering in Architecture

Logistical Engineering University China

EXPERIENCE

Staff Cinematic Environment Artist 2020 - 2026

Meta, Reality Labs California | British Columbia

- **Owned full-cycle development** of real-time environments and in-game cinematics, driving assets from concept to ship and helping establish visual benchmarks.
- **Led visual development, concepting, and prototyping** during pre-production, driving creative alignment and technical feasibility through high-fidelity playable prototypes.
- **Architected an in-engine storyboarding and previsualization system** using Blueprints and Sequencer, adopted studio-wide to streamline creative iteration and cross-departmental alignment.
- **Led development of complex puzzle levels** from concept design to art production, establishing studio-wide standards for integrating interactive gameplay mechanics with high-fidelity visual storytelling.
- **Crafted immersive, narrative-driven levels** with strong spatial flow and atmospheric storytelling, building diverse terrain, vegetation, and props across natural and architectural environments.
- **Established lighting direction** to drive mood, readability, and emotional tone, contributing to visual development through real-time lighting, shaders, materials, and visual effects.
- **Designed and built modular asset libraries and environment systems** to enable scalable world building, reusable workflows, and efficient iteration across teams.
- **Drove cross-functional collaboration** with engineering, design, animation, VFX, and audio to shape the player experience, ensuring creative goals were cohesively implemented in levels.
- **Directed art for a Prototype Pod**, designing and building immersive gameplay interactions including shopping, crafting, and equipping that established benchmarks for tactile presence and intuitive usability.
- **Produced props and modular assets** across the full PBR production pipeline, from concept and high-poly sculpt through retopology, UV, texturing, and LOD optimization for real-time performance.
- **Supported character and animation development** to reinforce environmental storytelling while validating composition, lighting, and narrative alignment.
- **Solved technical and artistic challenges** through optimization, physically based shader and material tuning, and layout refinement to maintain visual impact while meeting performance targets.

Senior Level Artist 2018 - 2020

Sanzaru Games California

- **Owned full development cycle** of game levels and IGCs, building from graybox and layout through art production, polish, and final delivery.
- **Designed and built environment composition and flow** to support gameplay clarity, exploration, and narrative pacing across diverse realms and environments.
- **Produced environment art** spanning terrain, vegetation, and architectural assets, working across the full PBR pipeline from high-poly sculpt through texturing and optimization.
- **Collaborated cross-functionally** with design, engineering, animation and audio to balance creative vision with technical and performance constraints.

Level Architect 2015 - 2018

2K Games California | 2K Czech Czech Republic

- **Developed open world environments** across multiple locations, owning assets from visual concept and art production through final real-time implementation in a proprietary engine.
- **Owned modular shop interior systems**, from designing layouts to building architecture and props, supporting gameplay flow and narrative-driven world building.
- **Collaborated closely with design and engineering** to integrate environments into gameplay systems while balancing creative intent with technical constraints.
- **Owned the development of large-scale urban environments**, utilizing modular architectural systems to create cohesive, narrative-heavy world building.
- **Contributed to visual development** through lighting, shader and material tuning, and environment composition to establish cohesive visual style.
- **Worked with outsourcing partners** to review assets, integrate content, and maintain visual quality.

Junior Architect 2012 - 2013

Lamb Architects Texas

- Developed architectural designs tailored to client requirements.
- Produced construction CAD documents in collaboration with structural and electrical engineers.