

# PEILIN LIAO

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## PROFESSIONAL SUMMARY

Environment concept artist/ architectural designer with expertise in environment design, 3D modeling and digital illustration.

## EDUCATION

<b>University of Pennsylvania</b>	Graduation: May. 2025
Master of Architecture with Certificate in Time-Based Interactive Media	Current GPA: 3.9
<b>University of Bath</b>	2016- 2020
Bachelor of Science (Honors) in Architecture	2:1 Honor
<b>Relevant Trainings:</b>	
Concept Art Mentorship with Charchit Goyal ; Background Painting with Ryan Magno	2024-2025

## RELEVANT EXPERIENCES

### Freelance Concept Artist

Aug.2023 - Nov.2024

- 2D Concept: Deliver quality concept art work focusing on illustrative fantastical environment to indie game studio projects, including architecture and prop design, character art sheets and key frame illustrations using Photoshop and Blender 3D.

### University of Pennsylvania School of Design

#### Architectural Concept Studios Contributor:

Sept. 2021 - July. 2023

- Design Studio: Prototyped architectural concepts for a cyberpunk data center megabuilding for RPG. Enhanced texturing work flow by Rhino python scripting. Project nominated for UPenn's annual design publication "Pressing Matters XI".
- 2D Animation: Created 30s animated short about a fantastical Cantonese town grown on a tree. Project featured at UPenn's Charles Addams Gallery.

### Skidmore, Owings & Merrill (SOM)

#### Architectural Summer Intern

June. 2022 - Aug. 2022

- Kingdom of Saudi Arabia Military of Defence campus concept competition : worked with cross-disciplinary architectural and landscape design professionals in designing the campus building. 3D Modeled the team's design iterations from sketching to program grey-boxing and initial renderings.
- Participated in Philadelphia's 30th Street Station renovation project as BIM technician. Coordinated with external consultants to ensure that the designs were implemented to standard.

## ACTIVITIES

### Student Animator - 24 Hour Animation Contest (Short-listed)

Oct. 2022

- Spearheaded all background painting, look development and keyframes. The animated short, "Cycle of Life", was short-listed for the contest.

### Illustrator - PaperspACE (University of Bath's departmental magazine)

Oct. 2016 - July.2020

- Created insightful student contents including illustration, articles, comics and interviews. My illustration, "A City Grown on Trees" was featured twice for its iconic artistic style.

Bath, United Kingdom

## SKILLS

**Concept Art** photobashing | hand drawing | environment design  
**3D Model** Blender3D | Rhino | Zbrush | Maya | SketchUP | Revit  
**Digital Illustration** Photoshop | Clip Studio | Procreate | Illustrator

**Fabrication** laser cut | CNC | 3D Printing  
**Motion Graphics** MadMapper| Houdini | After Effects  
**Web Design** PowerPoint | InDesign | html | CSS | P5.js