

PEILIN LIAO

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PROFESSIONAL SUMMARY

Environment concept artist/ architectural designer with expertise in architecture, 3D procedural modeling and digital illustration. Currently looking for concept art, background paint and visual development opportunities.

EDUCATION

University of Pennsylvania Master of Architecture with Certificate in Time-Based Interactive Media	Graduation: June. 2025 Current GPA: 3.9
University of Bath Bachelor of Science (Honors) in Architecture	2016- 2020 2:1 Honor
Relevant Trainings: Concept Design Mentorshop with Charchit Goyal ; Digital Painting Workshop with Luc Courtois	2024

RELEVANT EXPERIENCES

Freelance Concept Artist

Aug.2023 - present

- 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. Philadelphia, PA
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. Bath, United Kingdom
My illustration, "A City Grown on Trees" was featured twice for its iconic artistic style.

SKILLS

Concept Art	photobashing hand drawing technical drawing	Illustration	watercolor mixed media gouache
3D Model	Blender Rhino Grasshopper Zbrush Houdini	Animation	Toon Boom Harmony After Effects
Digital Art	Photoshop Clip Studio Procreate Illustrator	Others	InDesign Substance Painter