

Drew Chen

Senior 3D / Environment Artist

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EXPERIENCE

Meta, Reality Labs California | British Columbia Since 2020 • 6 yrs

- **Cinematic Environment Artist, Staff** - IC6

2022 - Present

- **Owned full-cycle development** of real-time environments and cinematics across multiple AAA projects, driving assets from concept to ship and helping establish visual benchmarks.
- **Led visual development, concepting, and prototyping** during pre-production, building playable levels to support experimentation, creative alignment, playtests, and production planning.
- **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.
- **Developed an in-engine storyboarding and previsualization system** adopted by the studio, significantly improving layout reviews, creative iteration, and team alignment.
- **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.
- **Produced props and modular assets** across the full production pipeline, from concept and high-poly sculpt through retopology, UV, texturing, and LOD optimization for real-time performance.
- **Supported character concept and 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.

- **Environment Artist, Senior** - IC5

2020 - 2022

Projects:

Unannounced AAA Projects

Asgard's Wrath 2 (2023) – D.I.C.E. Immersive Reality Game of the Year, AIXR XR Game of the Year, 29 NYX Game Awards including Gold for Best Environment Design

Level Artist 2018 - 2020 • 2 yrs

Sanzaru Games California

- **Owned full development cycle** of game levels and IGCs, building from graybox to final delivery.
- **Designed and built composition and flow** to support gameplay, exploration and narrative pacing.
- **Produced environment art** including terrain, vegetation, architectural assets in PBR pipelines.
- **Collaborated cross-functionally** to balance creative vision with technical constraints.

Project:

Asgard's Wrath (2019) – IGN Best VR Game (People's Choice), UploadVR Game of the Year

Level Architect 2015 - 2018 • 3 yrs

2K Games California | 2K Czech Czech Republic

- **Developed environments for AAA titles**, owning assets from visual concept and art production through final real-time implementation in a proprietary engine.
- **Designed and built modular architectural and interior systems** supporting gameplay flow and narrative-driven world building.
- **Contributed to look development** through lighting, shader and material tuning, and environment composition to establish cohesive visual style.
- **Collaborated closely with design and engineering** to integrate environments into gameplay systems while balancing creative intent with technical constraints.
- **Worked with outsourcing partners** to review assets, integrate content, and maintain visual quality.
- **Performed optimization, polishing, and debugging** for visual consistency and runtime efficiency.

Projects:

Unannounced AAA Open World project

Mafia III (2016) – Webby Nomination for Best Visual Design

Junior Architect 2012 - 2013 • 1 yr

Lamb Architects Texas

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

EDUCATION

Master of Arts in Visual Effects 2013 - 2014

Savannah College of Art and Design Georgia

Master of Architecture 2010 - 2012

University of Houston Texas

Participated in the Space Architecture program at Sasakawa International Center for Space Architecture (SICSA) and worked with NASA specialists in design and visualization of extreme environmental architecture.

Bachelor of Engineering in Architecture 2005 - 2010

Logistical Engineering University China

SOFTWARES

Engines: Unreal Engine, Unity

Modeling & Sculpting: Maya, 3ds Max, ZBrush

Texturing & Materials: Substance Painter, Designer & Sampler, Photoshop

Procedural: Houdini, SpeedTree, MASH, World Machine

Previsualization: After Effects, Premiere, Nuke

Collaboration: Figma, Perforce, Confluence, Jira

AI & Technical: SDXL, Trellis, Fusion, AutoCAD

AWARDS & RECOGNITION

D.I.C.E. Awards (2024): Immersive Reality Game of the Year – Asgard's Wrath 2

AIXR XR Awards (2024): XR Game of the Year – Asgard's Wrath 2

NYX Game Awards (2024): 29 wins including Gold for Best Game Design (Environment) - Asgard's Wrath 2

New York Game Awards (2024): Coney Island Dreamland Award for Best AR/VR Game - Asgard's Wrath 2

IGN Best of 2019: People's Choice Best VR Game – Asgard's Wrath

UploadVR Best of 2019: VR Game of the Year – Asgard's Wrath