

COLIN LABEAU

Concept Artist

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artstation.com/colinlabeau

SOFTWARE EXPERIENCE

Photoshop

Procreate

Clip Studio Paint

Adobe Illustrator

Maya

Blender

Z Brush

Substance 3D Painter

Substance designer

Unreal Engine

Unity

Marmoset Toolbag

Keyshot

Miro

WORK EXPERIENCE

4th Space Tech - Detroit, MI

Concept Artist

JUNE - DECEMBER 2025

- Developed environment and prop concepts for game and narrative-driven projects.
- Created exploratory sketches, refined designs, and polished key art to support production goals.
- Collaborated with designers and developers to ensure visual consistency and clarity.
- Partnered with the marketing team to develop event advertising and promotional designs

EDUCATION

COLLEGE FOR CREATIVE STUDIES

Bachelor of Fine Arts in Entertainment Arts - Game Design

SEPTEMBER 2022 - EXPECTED MAY 2026

RELEVANT COURSES

Game Projects

Concept Artist

- Developed and Published the game Corporate Cupid to Steam
- Developed environment and prop concepts for game and narrative-driven projects.

Character Design

Concept Artist

- Led visual development and worldbuilding for an original sci-fi IP, designing environments, characters, and props centered on a distorted belief system, with strong emphasis on readable silhouettes and clear visual storytelling.
- Produced production-ready concepts through iterative design and thematic consistency, ensuring narrative clarity and functional integration within a game development pipeline.