

# Catherine Rock Chen

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2016 – 2017 University of Southern California, **BA Animation and Digital Arts** (2020)  
2015 - 2017 Cinematic (2017) and Visual Arts (2015 & 2016) winner for National YoungArts  
2015 California State Summer School of the Arts Animation program

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## **Game Director** of a location-based AR mobile game, Hacker (2017-2019)

- Director of one of the 7 games greenlit for USC's Advanced Game Project 2018-2019 year, leading Team Hackerbird, a 27-person student team. Directing with clear vision and player experience goals, keeping the college student audience in mind. To be presented during the USC-Games Expo in May 2019.
- Successfully pitched the game to USC games executives after conceptualizing it from Zynga-sponsored Social Games class at USC.
- Currently being mentored by USC games faculty and additional mentors Katherine James (game design), Dru Erridge (engineering), and Flint Dille (creative direction).
- Hands-on experience for all parts of the game from preproduction to production, including creating design decks, game positioning, producing, management, concept art, engineering, and recruitment until recruitment was finished.
- Meeting with team members, mentors, and publisher, creating a positive environment, rearranging team members for optimization, organizing team bonding experiences, preparing for code reviews, prioritizing features, focusing on player experience, and solving problems on high-level ideas.

## **Co-Creator and Game Designer** for USC board games Poor Me, Daisies, and Call of the Moon (2018)

- Co-designed and created the art assets for Poor Me on a 4 person team. Ran playtests and designed all of Daisies. Produced, designed, and created art the four person Call of the Moon team.

## **Level Designer and Concept Artist** for Oculus VR experience, Chrysalis (2018)

- Designed environments for the main corridors and game mechanics for those corridors.

## **Concept Artist** for a singing platformer game and USC's Advanced Game Project, One Hand Clapping (2017), now the best selling game on itch.io!

- 40+ images for developing the art style of the game. Focused on integrating the environment art and animation with the game design. Participated in game design meetings in addition to art meetings during early phases of production.

## **Children's Book Illustrator** of A Turtle's Tale, funded by PNC bank and written by Grace Kolbe (2017)

- illustrating a 24 page children's book with over a thousand copies in distribution. Incorporated children's art into the final art of the book. Focused on mythical

## **Co-Creator** of "Treasure" animated short, completed over the course of 8 weeks. (2016)

- Scheduled and managed the team members for the project. Official Selection for Women of Cinematic Arts Feminist Media Festival, Official Selection for Sidewalk Film Festival

## **Producer and Director** for "AniMATES" combining live action and animation (2016)

- Organized a team of animators to complete a one minute short film with a one week deadline. Won Silver prize at the USC SCA Alphie Awards