

Catherine Rock Chen

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LEADER

5+ years leading teams with experience managing game teams, artists, and animators

CREATOR

With original IP and strong vision, creating pitches, designs docs, and demos

ARTIST

10+ Years of award-winning artworks in painting, digital arts, games and animation

GAME DESIGNER

Maya, Unity, C#, Java, HTML, Photoshop, Trello, Perforce

Game Director - location-based, multiplayer, mobile game, *Hacker* (Sept. 2017-present)

- Director of one of the 7 games greenlit for USC's Advanced Game Project 2018-2019 year, leading Team Hackerbird.
- Mentored by USC faculty and more: a Creative Lead at Niantic, a Design Lead at Zynga, and Engineering Lead at Riot Games.
- Delegated to team members: gave context, vision, and goals, created a positive environment, prepared for code reviews, and prioritized features.

Developer of the original game demo before greenlight.

Art Director and PA - Film Independent Project Involve's *Great Again* (Feb. 2017)

Producer and Co-Creator - *Treasure* animated short (Oct. - Dec. 2016)

- **Official Selection** for Women of Cinematic Arts Feminist Media Festival and Sidewalk Film Festival

Producer, Director, and Animator - *AniMATES* (Sept. 2016)

- Organized a team to complete a short film. Won Silver at the USC SCA Alphie Awards

Director and Creator - *Into the Digiverse* animated short film (August 2015- May 2016)

- **Official Selection** for MINDIE! Miami Independent Film Festival, June 2016

Co-Creator and Artist/Producer/Designer - USC board games *Poor Me*, *Daisies*, and *Call of the Moon* (Jan. - May 2018)

- Co-designed and created 95% of the art assets for *Poor Me*. Ran playtests and created all of *Daisies*. Produced, designed, and created all of the art for *Call of the Moon*.

Animator - USC's Advanced Game Project, *Way of the Wolf* (March 2018)

Level Designer and Concept Artist - Oculus VR's *Chrysalis* (Unity Best Student Game nomination) (Dec. - Jan. 2018)

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

Concept Artist - *One Hand Clapping* (May - Nov. 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.

Children's Book Illustrator - *A Turtle's Tale* (2017), *Vanna Banana* (2015)

- Illustrated a 24 page children's book with over a thousand copies in distribution. Funded by PNC bank.
- Illustrated a 48 page children's book

Education

May 2020

University of Southern California film school, **BA Animation and Digital Arts**

- Trustee Scholarship recipient, Interdisciplinary Thematic Option program

May 2016

Graduated **Valedictorian** from Dreyfoos School of the Arts (w/ 40+ college level classes)

August 2015

Graduated from renowned Calarts **CSSSA** animation program as a California Arts Scholar

Awards

2015- 2017

3-time winner for National YoungArts- Cinematic (2016 & 2017) and Visual Arts (2015)

2012-2016

8 National Scholastic Medals and Silver Portfolio Winner (+81 Regional awards)

- 1 American Visions Award for animation, and 1 for video games. 6 for other categories of art