

Catherine Rock Chen

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Narrative Designer and World Builder

Creating pitches, scripts, designs docs, and demos. 5+ years leading teams with experience managing game teams, artists, and animators. **Tools:** Maya, Unity, Unreal Game Engine, Photoshop, Trello, Perforce

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

- Director of one of the 7 capstone games greenlit for USC's Advanced Game Project 2018-2019 year, leading Team Hackerbird (14-24 size team).
- 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, prepared for code reviews, and prioritized features.
- **Developed** the original game demo for greenlight.
- **Designed** the emotional arcs, emergent gameplay, world, and player experience. Worked between art, narrative, and design. Lead the art team.

Co-Creator and Designer - USC board games *Poor Me*, *Daisies*, and *Call of the Moon* RPG (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*.

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

- Designed level progression, environments, mood, and game mechanics for those corridors.

Children's Book Illustrator and/or Writer - *A Turtle's Tale* (2017), *Louis the Alligator* (2016), *Vanna Banana* (2015), *Lucifer* (2014)

- Illustrated a 24 page children's book with over a thousand copies in distribution. Funded by PNC bank.
- Wrote and Illustrated a book, read to children and planted 100 native trees around South Florida.
- Illustrated a 48 page children's book
- Wrote, Illustrated, and Self-Published a book

Concept Artist - *One Hand Clapping* (May - Nov. 2017), now the best selling game on itch.io!

- 40+ images for developing the game's style. Focused on integrating the environment with the game design.

Creator, Moderator, and Narrative Designer -*USC ARENA Roleplay* (May-June 2017) - online roleplaying game set in a post-apocalyptic USC battle royale roleplay. Tournament played by 7 people.

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

- **Official Selection** for Women of Cinematic Arts Feminist Media Festival and Sidewalk Film Festival
- Storyboarded, and focused on lighting and layout to tell the story.

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

- Created the story/idea, produced, and directed the short film. Won **Silver** at the USC SCA Alphie Awards

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

- **Official Selection** for MINDIE! Miami Independent Film Festival. Created the narrative and world concept.

Education

May 2020	University of Southern California film school, BA Animation and Digital Arts <ul style="list-style-type: none">- <u>Thematic Option honors interdisciplinary program</u> - literature and writing intensive- <u>Story focus:</u> Character Development and Storytelling for Games, Writing for Animation, Directing for Games, Directing Voice Actors, Character Animation (3 levels), Basic Voice Acting, Songwriting, Pitch Bible Workshop, Storyboarding Master class
May 2016	Graduated Valedictorian from Dreyfoos School of the Arts (w/ 40+ college level classes) <ul style="list-style-type: none">- <u>Palm Beach State College:</u> American Literature before 1865, American Literature after 1865, Contemporary Literature, English Literature, Composition 1 and 2
August 2015	Graduated from renowned Calarts CSSSA animation program as a California Arts Scholar

Awards

2015- 2017	3-time winner for National YoungArts- <i>Cinematic</i> (2016 & 2017) and <i>Visual Arts</i> (2015)
2012-2016	8 National Scholastic Medals and Silver Portfolio Winner (+81 Regional awards) <ul style="list-style-type: none">- 1 American Visions Award for animation, and 1 for video games.