

Catherine Rock Chen

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2016 – 2017 University of Southern California, **BA Animation and Digital Arts** (2020)
2015 - 2017 Cinematic and Visual Arts (x2) winner for Young Arts
2015 California State Summer School of the Arts 2015

Work Experience

- 2017** **Game Designer and Concept Artist** for VR game, Chrysalis
- Designed environments for the main corridors of the game and game mechanics for those corridors.
- Director and Producer** for an AR mobile indie game, *Hacker Campus*. (in progress)
- Producing, pitching, and directing and AR game. Creating all narrative and design documents during the early stage of this game project.
- Concept Artist** for *Courtyard* game about rural China.
- Color, character, environment design and stealth mechanic concepts.
- Concept Artist** for a singing platformer game, *One Hand Clapping*, where colors and the environment shift when players sing.
- 40+ images
- Creator** of “Deathface” animated short film
- A boy finds out that the monster chasing him was just a dog covered in tar.
- Children’s Book Illustrator** - funded by PNC bank, written by Grace Kolbe
- illustrating a 24 paged children’s book with over a thousand copies in distribution
- Concept Art** for Eric Duma’s animation thesis, “Art’s Automotive”
- Movie Script Editor**, the *Yankee’s of Fenway Park*, by Keith Betts
- Character Concept Artist** for pitch deck; *Third Wish*, by Keith Betts
- Student Assistant** for Introduction to 3D animation Lab, USC
- Projection Animator** for USC’s Rhythms and Visions Live Event
- Art Director** for Film Independent’s, Project Involve’s “Great Again”
- Story Artist and Visual Development Artist** for USC’s AnimTV’s, “Mr. Biscuit”.
- 2016** **Co-Creator** of “Treasure” animated short, completed over the course of 8 weeks.
- Official Selection for Women of Cinematic Arts Feminist Media Festival
 - Official Selection for Sidewalk Film Festival
- Producer and Director** for AniMATES film project combining live action and animation
- Silver at the USC SCA Freshmen Alphonse Awards
- Creator** of “Breathe” animated short film
- Combined 2D digital and traditional watercolor mediums. Music score and animation are all self-created.
 - Official Selection in “The Heart that Smiles” for the 2017 Moore Women Artists: Women in Animation film festival
- Creator** of “Into the Digiverse” animated short film
- combined 3D stop motion and 2D digital hand drawn animation
 - Official Selection for MINDIE! Miami Independent Film Festival, June 2016

Tools: Autodesk Maya, Adobe Photoshop (certified in 2016, 12+ years training), Dreamweaver, Flash (12+ years), TV Paint, Watercolor, Acrylics (14+ years professional training), Oil Painting, Pen and Ink, and Digital Art