

Catherine Rock Chen

catherrc@usc.edu | www.crchen.com | (561)-762-6970

Story Artist and Writer

I enjoy research and story development in any team-size. I create pitches, scripts, design documents, and demos whenever I can. Then, I recruit, produce, and direct my projects to make them happen.

Writers and Director at USC Animation - *Daydream* animated short film (Jan. 2019 - present)

- Developed my animation thesis as part of a TV series and filmic game.

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

- Director of one of the 7 capstone games greenlit for USC's Advanced Game Projects, leading Team Hackerbird (14-26 size team).
- Mentored by USC faculty and industry professionals: a Creative Lead at Niantic, a Design Lead at Zynga, and an Engineering Lead at Riot Games.
- **Developed** the original game demo for greenlight.
- **Designed** the emotional arcs, emergent gameplay, world, and player experience. Worked between art, narrative, and design.
- **Delegated** to team members: gave context, vision, and goals, prepared for code reviews, and prioritized features. Led the art team.

Co-Creator and Designer - USC board games (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 RPG*.

Level Designer and Concept Artist - Oculus VR's *Chrysalis* (Dec. - Jan. 2018)

- Designed level progression, environments, mood, and game mechanics for those corridors.
- **Nominated** for Unity's best student game.

Children's Book Illustrator and Writer (2014 - 2017)

- Illustrated *A Turtle's Tale* (2017) with over 1000 copies in distribution. Funded by PNC bank.
- Wrote and Illustrated *Louis the Alligator* (2016), read to children and planted 100 native trees around South Florida.
- Illustrated *Vanna Banana* (2015).
- Wrote, Illustrated, and Self-Published *Lucifer* (2014).

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.
- Participated in game design and game progression meetings.
- **Nominated** for Unity's best student game.

Creator, Moderator, and Narrative Designer -*USC ARENA Roleplay* (May-June 2017), an online text-based role-playing battle royale game set in a post-apocalyptic USC.

Story and Visual Development at Anim TV -*Mr. Biscuit* episode (Sept.- March 2017)

- Worked in Visual Development for *Mr. Biscuit's* "Cake Day" episode.
- Storyboarded *Mr. Biscuit's* "Cake Day" episode and ideated future episodes.

Story Creator and Director -*Breathe* animated short film (May 2016 - January 2017)

- Created and directed the short film.
- **Official Selection** for "The Heart that Smiles" 2017 Moore Women in Animation film festival.

Producer and Co-Creator -*Treasure* animated short film (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* animated short film (Sept. 2016)

- Came up with the idea, recruited a team, and developed the story.
- 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's School of Cinematic Arts, BA Animation and Digital Arts
May 2016	Graduated Valedictorian from Dreyfoos School of the Arts (w/ 40+ college level classes) <ul style="list-style-type: none">- <u><i>Palm Beach State College</i></u>: American Literature before 1865, American Literature after 1865, Contemporary Literature, English Literature, English Composition 1 and 2
August 2015	Graduated from Calarts CSSSA animation program as a California Arts Scholar.

Awards

2015- 2017	3-time winner for National YoungArts <ul style="list-style-type: none">- <i>Cinematic (2016 & 2017) and Visual Arts (2015)</i>
2015	1st place winner for National Society of Arts and Letters Awards <ul style="list-style-type: none">- Naomi Winston scholarship
2012-2016	8 National Scholastic Medals and Silver Portfolio Winner <ul style="list-style-type: none">- Won over +81 Regional awards- 2 American Visions Awards each for animation and video games.