

Chelsea Tang

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Experience

Game Creation Society

Game Artist | 2021 – Present

- Modeled, rigged, and animated 3D character using Maya and Substance Painter
- Developed character concept art and color schemes

PetroEd

Computer Programing Intern | Summer 2019

- Created E-learning modules teaching Python

Awards

Houston Livestock Show and Rodeo

2018, 2019, 2020

- Auctioned artwork for \$35,000, \$8,000, and \$5,000
- Awarded Overall Class Champion and Best in Show
- Full Figure Class Champion, prize \$750

Scholastic Art and Writing

2016, 2017, 2018, 2019, 2020

- Awarded National Silver Medal
- Awarded Gold keys

Visual Arts Scholastic Event

2016, 2017, 2018, 2019, 2020

- Awarded State Level Gold Seal (the highest award)
- Received the highest score of 4 on artworks

Collegeboard

2019

- Artwork featured at Collegeboard AP Art training session

Celebrating Art Published Artist

2018

- Given High Merit recognition (Top ten winners)
- Invited to be published (Top 25% of all submissions)

Education

Carnegie Mellon University, GPA 3.79

BXA interdisciplinary program,

Bachelor of Computer Science and Design

Development Solutions Organization - Community Outreach

-Accepted into both the School of Computer Science (7% acceptance rate) and School of Design (11% acceptance rate)

-Deans list Spring 2021, Fall 2020

Dulles High School, GPA 4.00

Math and Science Academy

National Art Honor Society - Vice President

GirlBytes (promote women in coding) - Historian

Top 2.5% class ranking

Relevant Coursework

15-122: Principles of Imperative Computation

21-127: Concepts of Mathematics

Software and applications

Design:

Figma

Procreate

Indesign

Illustrator

Photoshop

After Effects

Development:

C

Java

Python

HTML & CSS

Javascript

3D:

Blender

Maya

Unity

Substance Painter