YING
— NANCY —
CHEN

Hardworking and interested in storyboarding, illustration, 3D, graphic design, and web development. Competent in coding and keen to learn new software skills. Currently playing Granblue Fantasy .

SKILLS

PROCESS
Research
Ideation
Illustration
Sketching
Storyboarding

DESIGN
Photoshop
Illustrator
Paint Tool SAI
After Effects
Premiere Pro

3D
Sketchup
V-Ray
Maya

PROGRAMMING
HTML & SCSS
Javascript
PHP
Unity

EXPERIENCE

GRAPHIC DESIGNER
FALL 2018
BILL REID GALLERY OF NORTHWEST COAST ART

GOAL Assist the Marketing Director on promoting Gallery's mandate,events, showcases, community workshops, and online store to the public and sponsors.

TASKS Updated gallery's admission fees, exhibitions, and donor displays panels. Created matching promotional rack cards for the Gallery's shop, membership, and education program. Worked on multiple projects of promotional ads and completed by before their respective deadlines.

RESULT Promoted public awareness of the Gallery's exhibition and workshops with an increase in online participation.Organize a set of design guideline document that the staff can use for future project designs.

Co-op Placement | Adobe Illustrator | Photoshop

GRAPHIC DESIGNER, ASSISSTANT VR DEVELOPER
SUMMER 2017
EYEXPO TECHNOLOGY CORPORATION

GOAL Design and create commercial web VR content and graphic designs for clients. Work closely with 3D VR developers on the Unity based online shopping environment.

TASKS Created banners and posters for each VR project/ event and coordinated updates on Facebook, Instagram, and Twitter. Modelled 3D environments in Sketchup, exported into Unity VR environment, and generated architectural renders.

RESULT Made 20+ banners and posters that are featured on company website, promotional events, and social media. Compiled and rendered 2 sets of VR environments implemented in Unity, and 5+ architectural graphic renders of each set.

Co-op Placement| Adobe Illustrator | Photoshop| Unity | Maya | Sketchup | V-Ray

UI DESIGNER, FRONT END DEVELOPER
FALL 2016
EVIDENT POINT SOFTWARE CORP.

GOAL Collaborate with back end developers on delivering client specific feature requests and provide design mockups, assets, and debugging.

TASKS Create web/android/iOS layout mockups of new features, making assets from scratch through research, or editing existing assets per client request.

RESULT Implemented mock-up designs and fixed front end bugs through researching and collaborating co-workers, followed by documenting the process for future reference.

Co-op Placement | HTML | SCSS | Java Script | Photoshop

GAME ENVIRONMENT TEXTURE ARTIST, DESGINER
SPRING 2019
3D PUZZLE GAME, BEEP

GOAL Using non-diegetic elements of storytelling without text, design and create a fun 3D puzzle game featuring a ball alien on its quest to retrieve its spaceships from cube alien enemies.

TASKS Designed concept art for 6 levels of environments' architecture, colour scheme, and fauna. Worked with the level designer and programmers on creating game mechanics and environment layout. Modeled, textured, and tested multiple versions environment assets. Compiled sound for environment, cutscene, and character interactions.

RESULT Completed 5 playable levels of puzzles and 3D environment exploration with sound. Game reached was featured in online indie game community article.

Academic | Team of 5 | Unity 3D | Maya| Photoshop | Clip Studio

YING
NANCY
CHEN

EDUCATION

Simon Fraser University
School of Interactive Arts and
Technology (SIAT)

Fall 2013- present

INTERESTS

BIKING   HIKING

COMICS   GAMES

ANIMATION   DRAWING

MOVIES   HISTORY

COMMUNITY

ILLUSTRATOR 2013-PRESENT
YNC

GOAL Continue to grow personal creative brand in its 5th year of creating fan art merchandise and commissions through own start up business.

TASKS Design and manage fan merchandise and art prints for personal online shop and art conventions in the Lower Mainland as well as the US. Actively collaborate in art books organized by online artists and fans.

Personal Project| Indivdual| Paint Tool SAI, Photoshop, ClipStudio

GRAPHIC DESIGNER SUMMER 2015-SPRING 2016
SFU YOUNG WOMEN IN BUSINESS CLUB, GRAPHIC DESIGN TEAM

GOAL Promoted the club's activities, events and brand on social media.

TASKS Communicated with design team and club executives to fulfill design briefs and revise and complete the social media banners, promotinal videos, and recruitment packages within deadlines.

RESULT 6 promotional banners were made for Facebook, Instagram, Twitter, and email newsletters. Recruitment package and promotional video was also shared on these acconts.

Volunteer| Team of 6 | Adobe Illustrator | Adobe Photoshop

ILLUSTRATOR, DESIGNER SPRING 2015
SURREY PUBLIC BANNER, CONTEST WINNER

GOAL Designed matching banners of 2 different formats that focus on the theme of "water".

TASKS Researched, sketched and went through design concept cycle and re-iterations to get to 2 final design pieces completed within a month.

RESULT Winning design "Cycle" was chosen amidst more than 40 submissions from 20 artists. Banners are currently still up on several roads in Surrey.

Contest| Individual| Adobe Photoshop| Paint Tool SAI

ILLUSTRATOR FALL 2014
MINICOMI ART MARKET, RUNNERUP MASCOT

GOAL Redesigned 3 mascot characters that will be used in pamphlets and flyers for the Minicomi Art Market.

TASKS Sketched multiple concepts, drew line art, and coloured.

RESULT Illustration was implemented as promotional cards at several manga and comic conventions.

Contest| Individual| Paint Tool SAI