YING
— NANCY —
CHEN

Hardworking and interested in storyboarding, illustration, 3D modelling, and web developmet. Competant in coding and keen to learn new software skills. Currently enjoying FF14 and Sims4.

SKILLS

PROCESS
Research
Ideation
IIllustration
Sketching
Storyboarding

DESIGN
Photoshop
Illustrator
Paint Tool SAI
After Effects
Premiere Pro

3D
Sketchup
Vray
Maya

PROGRAMMING
HTML & SCSS
Javascript
PHP
Unity

EXPERIENCE ────────

CONCEPT ARTIST, DEVELOPER, 3D MODELLER　　SPRING 2017
3D VIDEO GAME, BEEP

GOAL Design, code, and build a 3D puzzle game with multiple levels, a short narrative, diegetic tutorial and sound implementations in 3D environment.

TASKS Sketched character and environment level concept art, and modeled 3D assets in Maya. Researched and coded game camera, UI, and particle effects. Compiled sound and worked with main programmer on code integration via SourceTree,.

RESULT Presentedin class with Special Mentions awards from industry professional and was showcased at the Vancouver Comic Arts Festival.

Academic| Team of 4 | C#| Unity | Photoshop| Maya | SourceTree

ANIMATOR, 3D ARTIST, CONCEPT ARTIST　　SPRING 2016
3D SHORT ANIMATION, AMORPHOUS

GOAL Collaborate, plan, and create an original 3-5 minutes low-poly animation using Autodesk Maya within 4 months.

TASKS Sketched and designed the character and environment concept art. Modeled and rig the characters and environment. Animated a quarter of the animation, edited each shot's timing in After Effects, and compiled the sound in Premiere Pro.

RESULT Created a 3 minute sci-fi animation which have been reshown to class consecutively for 5 semesters.and was entered in the 2016 Jalloo Animation Festival.

Academic| Team of 4 | Maya | Adobe Aftereffects | Premiere Pro

3D ARTIST, GRAPHIC DESIGN　　SUMMER 2017
EYEXPO TECHNOLOGY CORPORATION

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

TASKS Created banners and posters for each VR projects/events and corrdinated updates on Facebook, Instagram, and Twitter. Modeled 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 environment implemented in Unity, and 5+ architectural graphic renders of each set.

Co-op Placement| Adobe Illustrator | Photoshop| Unity3d | Maya | Sketchup | Vray

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

GOAL Collaborated 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 or inquiring co-workers and collaborating with them, which is followed by documentatng the process for future reference.

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

YING
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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
ARADIED

GOAL Continue to grow own creative brand in its 5th year of creating fan art merchandises 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 States. 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 the design briefs and to consult, revise, and complete the social media banners. promotial 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 those 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 focuses 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