YING
— NANCY —
CHEN

Hardworking and interested in storyboarding, illustration, 3D anmation, and web development. Competent in coding and keen to learn new software skills. Currently enjoying FF14 and Sims4.

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

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 effects in 3D environment.

TASKS Sketched character and environment level concept art, and modelled 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 Presented in class with Special Mentions award from industry professionals 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. Modelled and rigged 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 has been shown to class consecutively for 5 semesters and was entered in the 2016 Jalloo Animation Festival.

Academic| Team of 4 | Maya | Adobe After Effects | 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 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

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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 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