

SAMANTHA CHUNG

SKILLS

prototyping/3D Modelling
wiring framing
marketing design
web design/development
motion graphics
photo/video editing

TOOLS

Adobe CC
Rhino
OnShape
Maya
Figma
HTML/CSS/JS
Java/Python/React

WORK EXPERIENCE

DIGITAL ARTIST - EASTSIDE GAMES STUDIO (2022)

Designed a variety of graphics, videos, and storyboards with Adobe CC to market mobile games. Worked within the Growth team to develop effective ad campaigns and attractive art creatives that followed IP brand guidelines. Worked with popular IP's such as NBC's The Office, CBS's Star Trek: Lower Decks, FunkoPop!, RuPaul's Drag Race, Trailer Park Boys.

VIDEO EDITOR - UBC PATHOLOGY (2022)

Worked with faculty members to edit and create multiple videos for the UBC Pathology website and internal event. Edited and composed clips with Adobe AfterEffects to create cohesive and organized videos that reflected the clients vision.

EXTRACURRICULAR

PRESENTER - UGC CONFERENCE (2023)

Presented IAT 267 Arduino interactive system with my project team to SFU staff and students. Attended necessary workshops and created a video demo of the system as a part of the presentation.

DEVELOPER - NWHACKS (2023)

Developed an application using Python by adapting design from UXUI team. Applied frontend characteristics to the application such as interactivity through buttons to change from page to page and format of content. Supported the backend developer in programming semantics.

DESIGNER - STORMHACKS (2022)

Worked with a design team to create an app concept and design for a habit application within competition time limit. Designed the application interface with Figma and produced video pitch with AfterEffects. Received honourable mention.

EDUCATION

SIMON FRASER UNIVERSITY (2020 - PRESENT)

Bachelors of Science in the School of Interactive Arts and Technology
Minor in Philosophy with Law Concentration
Certificate in Computing Studies