Warren Chen
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Portfolio: www.warrenchen.com
Youtube: www.youtube.com/channel/UCK48LMxViXtpYqfLMtls7iA

Professional Summary

Freelance artist seeking a professional workplace. I have studied as a Game Design major and worked with clientele online for several years. Enthusiastic about visual mediums and storytelling.

Work Experience

2D Artist – Starbot Showdown
Jan 2020 – Present
*Large-scale collaborative project/class released for Virtual Game Design Senior Expo.
https://game.gmu.edu/senior-expo-2020-starbot-showdown/
*Work on textures, UI assets, and 2D backgrounds.
*Experience with creating textures for mods.
*Stream Asset Creation

Education and Training

AP Art Studio – 2D Digital Art Focus.
GMU Game Design BFA (In progress)

Skills

* Familiar with 3D programs such as Blender and 3dsMax.
* Familiar with drawing and graphics programs including Photoshop and Illustrator.
* Familiar with design programs including Indesign.
* Familiar with video editing programs including Premiere and After Effects
* Familiar with the drawing and rigging processes for Live2d
* Traditional and Digital Art experience.
* Experience in multiple programming languages, including Python, Java , and C.
* Experience with web design with HTML and CSS