Warren Chen
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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 stylistic approaches to video game visuals.

"Work" Experience

2D Artist – Starbot Showdown

Jan 2020 – Present

*Large-scale collaborative project/class to be released to itch.io and playable on Winnitron

*Work on textures, UI assets, and 2d backgrounds.

*Experience with creating textures for mods.

Education and Training

AP Art Studio – 2D Digital art focus.

GMU Game Design BFA (In progress)

Skills

* Experience in multiple programming languages, including Python, Java , and C

* Familiar with 3D programs such as Blender and 3dsMax

* Familiar with graphics programs such as Photoshop, Illustrator.

* Traditional and Digital Art experience and formal teaching.