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 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 such as Photoshop and Illustrator.
* Familiar with design programs such as Indesign.
* 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