Warren Chen Herndon, VA 20170

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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 released for Virtual Game Design Senior Expo.
- *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 and Illustrator.
- * Traditional and Digital Art experience.