

I - Lin (Steve) Chung

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Personal Statement

I-Lin Chung is an Illustrator, Handyman, Freelance Interior Design Consultant, and Portrait Photographer. His work has been featured in print & web publications, his clientele includes: residential, office spaces, art galleries & high-end residential installations. He has worked with renowned artists and art collectives in small & large scale installations. He has been recommended for his keen eye for details, problem solving ability, and his above-and-beyond work ethics. Woodworking, layout designs, and wall mounting is his forte. He enjoys making custom furnitures, drawing portraits, and songwriting during his free time.

Work Experience

TaskRabbit, New York, NY

August 2015 - Present

Freelance Handyman | Photographer | MAC OS Support

- Custom Furniture Building, Art / TV Mounting, Light to Medium Contractor Work
- Photographed Events, Weddings, Engagements & Red Carpet Receptions
- Provided Support to Clients on Final Cut Pro X, iMovie, Photoshop, and SquareSpace Sites
- Work with Tight Deadlines and Very Short Notices, while delivering highly satisfying results consistently
- Rated Monthly as Top Tasker in the NYC Metro Area
- Most Notable Clients / Projects:
 - Apartment Therapy: Mounted Office fixtures, TVs, Door Arms & Other light Contractor work.
 - David Fincher: Assisted in 'white glove' service with rug installation, required careful maneuvering
 - George Takei: Official Event Photographer for Broadway Play *Allegiance's* Opening Reception
 - Shantell Martin: Assisted in organization of artworks, Mounted Art Pieces in the Tribeca Studio

ChineseCUBES USA, New York, NY

Sept. 2013 - Aug. 2014

Graphic | UI & Product Design

- Website Front-End Development, Project Managed Back-End Development Team
- Icon Designer for Web and iOS App, along with UI Wireframes & Splash Pages
- Complete Product UI Overhaul, Re-Branding Inside-Out from Softwares to Packagings
- Produced New Product Packagings from Sketches to Finished Prototypes
- Mocked up Print & CAD/3D Packaging Dimensions in SketchUp, to Finished Renderings for Distributors and Venture Capitalists presentations
- Head Video Editor/ Sound Technician of All Company Reels, Promos, 3D animations, and Social Media Learning Videos
- Accomplished Projects together with limited resources of Team of 3 in NY, Mediator for Taipei Office as Translator/ Project Manager while working together with Creative Director
- DM Design for All Company Events, including Ed-Tech, Chinese Cultural, Educational, Marketing Materials, Social Media, to Festival Assets from Design to Print
- Designs Published In: NYU Steinhardt, TED-Talks, TechCrunch, New York Times, TONY Kids, Epoch Times, World Journal Daily, Sinovision, etc.

FriendsWithYou / The Hole NYC, New York, NY

Jun. 2011

Installation Consultant

- Orchestrated a team of artists to produce a Mural in fast-paced environment
- Assisted in recruiting volunteers for the 'Friends With You' installation at Rainbow City's opening party with sponsor AOL
- Handled large-scaled works, transported delicate art-pieces

Ins & Outs Magazine, Long Island City, NY

Feb. 2006 - Aug. 2008

Assistant Graphic Designer, Pixel Bender, Photo Journalist, Junior Music Review Critic

- Assistant to Head Graphic Designer and Creative Director under tight deadlines
- Retouched and finalized images for Print & Web, and Fashion Shoots
- Responsible for photo-taking or pixel-bending on-the-fly for Advertisements
- Documented photos for Articles
- Lighting & Sound during Video/Photo Shoots/ Commercial Shoots
- Interviewed local artists, reviewed notes for Editor
- Reviewed recent museum/ gallery shows
- Reviewed newly released albums, obtained albums from record companies for articles

Exhibition Installations & Awards	<ul style="list-style-type: none"> • Apartment Therapy <i>The Big Reveal</i> 2015 Design Contest U.S. Winner Winner of A Nationwide Competition for Small Space Renters Design Solution <i>Entries</i> http://www.apartmenttherapy.com/contests/bigreveal/2015 Designed, Constructed & Self-Installed all Custom Furnishings • Public Contest with over won 300 votes 	Nov. 2015
	<ul style="list-style-type: none"> • Studio 323 NY, New York, NY The 11th Hour - Jonathan Chanduvi Solo Show at Azure Properties Role - Consultant Digital Artist Contributing Co-Artist • Created Detailed 3D-Rendering Mockups for Artist from Sketches • Consulted with Art Direction and Co-Produced Paintings 	Mar. 2014
	<ul style="list-style-type: none"> • DNYCPOP, New York, NY DNYCPOP - Group Show of Pop Art and Digital Artists Role - Featured Artist 	Feb. 2012
	<ul style="list-style-type: none"> • In Rivers Gallery, Brooklyn, NY Japan Tsunami Benefit Show - Art Love Japan Role - Contributing Artist 	Apr. 2011
	<ul style="list-style-type: none"> • The Green Point Gallery, Brooklyn, NY Invitation by Director Shawn James - Group Salon Show Role - Featured Artist 	Feb. 2011
	<ul style="list-style-type: none"> • Bruce Silverstein Gallery, New York, NY Photographed by Photographer Oliver Sieber "Character Thieves" - Bruce Silverstein Annual Role - Featured Model & Artist in exhibited work 	Oct. 2008
Education	<ul style="list-style-type: none"> • Hunter College, CUNY, NY Bachelor of Arts in Fine Art, Painting Concentration • Art History & Photography Minor • Film and Media Minor 	2009 - 2011 2008 - 2009 2004 - 2006
Capabilities	<ul style="list-style-type: none"> • Classically trained in Graphite Drawing, Live Figure Drawing, Portraits, Still Life, Pastel and Charcoal Drawings, and Oil/Acrylic Painting for 13 years • Ability to formulate Representational, Abstract, Pop, and Digital Art • Knowledgeable in Application Logo Design • Well-versed in Analog Photography and Digital Photography • Industry experience in Lighting and Cinematography • Strong Composition and Storyboarding Skills • Pays special attention to Details, Meets Deadlines, Ability to Multi-task, can handle Pressure well while being Respectful and Friendly, Communicates Ideas Clearly, Ability to Learn Fast • Project Management in Startups, Ability to Prioritize Projects and divide Workloads efficiently • Proficient in Woodworking, Mounting, working with Power Tools. • Knowledge in Layout Design & 3D Rendering 	
Software Capabilities	<ul style="list-style-type: none"> • Mac / PC Proficient • Extensive Industry experience with Adobe Photoshop, Illustrator, and After Effects and Adobe Suites • Sketchup • Keyshot 4 Rendering and Animation • Proficient in ProTools 8, Reason 5, and Logic Pro X • Well-Versed with Final Cut Pro X • Basic HTML and CSS knowledge • Keynote 'nerd', Prefer it over PowerPoint, Word, and everything else, can work in Microsoft Office if needed 	
Languages	<ul style="list-style-type: none"> • English (Primary) • Chinese (Mandarin) Conversational, Read Traditional Chinese / Type with Pinyin • Japanese (2 years) Read / Write 	
References	<ul style="list-style-type: none"> • For Clientele & Professional references maybe viewed on LinkedIn profile 	