

GLINDA Y. CHEN

Illustration and Animation

glindart.com

glindart.chen@gmail.com

(909-272-9568)

Experience

Game Artist on Wizdy Pets, Wizdy

June 2016—September 2016

- + Worked with core developers on Mobile app for Asthma education.
- + Followed an established art style closely.
- + Tackled UI, design, and technical challenges in Unity.
- + Version control used: Github.

Lead Artist on Ophidia, MassDiGI

May 2015—July 2016

- + Worked with team to develop game for mobile and computer platforms using Unity.
- + Established art direction and worked closely with team on both art and mechanics.
- + Maintained consistency in style and quality between 5 artists.
- + Lead open sessions of critique between 4 different teams.
- + Delivered assets both individually and collaboratively under tight deadlines.
- + Version control used: Perforce.

Toy Design Intern, Hasbro

June 2014—August 2014

- + Worked with art director to create moodboards and style tiles.
- + Illustrated backdrops and made decor for play sets.
- + Collaborated with other artists to pitch toy concept.

Skills

Artistic: Game Asset Creation, UI design, 2D Animation, ColorKey/Storyboarding, Character/Environment design.

Technical: All of Adobe Suite, Unity, Github, Perforce, Maya, Kanban, Agile.

Personal: Ability to quickly adapt to sudden changes. Efficient, decisive, self-aware. Works well in a group dynamic.

Education

Rhode Island School Of Design

BFA Illustration 2016