

# GLINDA Y. CHEN

Illustration and Animation

glindart.com

glindart.chen@gmail.com

(909-272-9568)

---

## Education

### Rhode Island School Of Design

BFA Illustration 2016

---

## Experience

### Animator / Illustrator, Tooncrier

December 2016—Current

- + Planned and developed company explainer video, from storyboarding to animating in After Effects.
- + Designed and animated characters in Animate CC (Flash).
- + Created infographics for company website.

### 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.

### Lead Artist on Ophidia, MassDiGI

May 2015—July 2016

- + Worked with team to develop game for mobile and computer platforms using Unity, Version control used: Perforce.
- + Established art direction and worked with team on 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.

### 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

**Technical:** Photoshop, Illustrator, Animate CC (Flash), After Effects, Unity, Github, Perforce, Maya, Kanban, Agile.

**Artistic:** Illustration, UI design, 2D Animation, ColorKey/Storyboarding, Character/Environment design, 3D Modeling.

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