

Caroline Chiou

Concept Art | Visual Development | Illustration | 2D Assets

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Education

Fine Arts- Bachelor of Arts | University of Southern California | Aug. 2013–Dec. 2016

- 2015 USC Undergraduate Symposium in Digital Media and Arts Categories
- 2013 California Arts Scholar

Skills

Concept Design | Illustration | Game Design | Adobe Creative Suite (Photoshop, Illustrator, InDesign) | Maya

Work Experience

Conference Associate | Game Developer's Conference 2016/2017 Mar. 2016/2017

- Assisted talks with speakers from PlayStation, Blizzard, and Ubisoft
- Defraged rooms to ensure that as many attendees as possible could watch popular talks
- Covered work shifts for other conference associates with scheduling conflicts

Scenic Painter | USC School of Dramatic Arts Sept. 2016 – Nov. 2016

- Painted sets for USC theater productions *Mockingbird*, *Sideshow*, *Midsummer Night's Dream*, and *Romeo and Juliet*
- Simulated wood, dirt, marble, and snow textures for various sets and props
- Helped construct and assemble stages and sets

Projects

Concept Artist | SkyShot | USC Advanced Games Project Apr. 2016 – Present

- Designed characters and created orthographic turnarounds
- Integrated design ideas and game mechanics into character designs
- Collaborated to help design platforms, environments and the logo

Concept Artist | WideAwake | USC Advanced Games Project Mar. 2015 – April 2016

- Designed environmental props.
- Took direction from an art director to create plant and menu assets, and creatures
- Worked with designers to create environment obstacles

2D Artist | Lich's Brew | Global Game Jam 2016 Jan. 2016

- Helped develop visual aspects of game in collaboration with another artist
- Designed backgrounds and item assets and sprites within a limited time frame
- Created animations for game

Color Designer | Elementerra | USC Advanced Games Project Jul. 2014– May 2015

- 1st Place in 2015 USC Undergraduate Symposium for Scholarly and Creative Work in Arts and Digital Media categories
- Designed all of the color palettes for environments, plants, and objects
- Helped develop other visual aspects of the game within a team of artists

Activities

GDC 2016/2017 Conference Associate | USC Makers of Entertaining Games Association | Global Game Jam 2016/2017 |

Trojan Marching Band- Flute | IndieCade 2016 Volunteer