

Caroline Chiou

Concept Design | Visual Development | Illustration | 2D Assets

Los Angeles, CA

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<http://www.carolinechiou.com/>

Skills

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

Work Experience

Bookstore Clerk | Stuart Ng Books Sept. 2017 – Present

- Attended CTNX with the store and helped set up, tear down, and cashier the booths
- Assisted with book signing and gallery events at Disney, Dreamworks, and Nickelodeon Animation
- Fielded phone calls and took orders, communicated with customers via email, archived and maintained a customer request document on Google Drive, coordinated shipping and handling using ShipLark, Endicia, and Amazon
- Cataloged new, secondhand, and rare books while meeting employer's formatting guidelines using FileMakerPro

Art Teacher | Art Experience Studio Feb. 2011 – Present

- Prepped and organized studio before and after classes
- Researched, created, and implemented new curriculum and art projects that increased revenue by 35% this past summer
- Organized and prepared supplies for the art studio, scheduled and planned activities for the students
- Taught and assisted with painting events for adults and children

Freelance Colorist | Stranded | USC Animated Thesis Mar. 2017 – May 2017

- Colored rough key frames as assigned by director using Photoshop and Illustrator
- Submitted completed key frames in a timely manner while following proper file naming conventions and formats

Projects

Concept Artist | SkyShot | USC Advanced Games Project Apr. 2016 – May 2017

- Designed characters that integrated game mechanics and created orthographic turnarounds using Photoshop
- Collaborated to help design platforms, environments and the logo using Photoshop and Illustrator
- Featured in Polygon article "Playing the next wave of student games at Demo Day 2017, USC's mini E3"

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

- Designed environment props using Photoshop
- Took direction from an art director to create plant and menu assets, and creatures
- Worked with game designers to create environment obstacles for the player

Education

Concept Design Academy | June 2016 – Present

- Architecture for World-Building with Gabriel Yeganyan
- Dynamic Sketching and Intro to Form Language with Peter Han
- Sketching for Environment with James Finch
- Analytical Figure Drawing and Intro to Character Design with Kevin Chen

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

Activities

Weekend Warrior Painters | GDC 2016/2017 Conference Associate | USC Makers of Entertaining Games Association | Global Game Jam 2016/2017 | Trojan Marching Band- Flute | IndieCade 2016 Volunteer | 2015 USC Undergraduate Symposium in Digital Media and Arts Categories | 2013 California Arts Scholar | Ryman Arts 2013 Alum