

# Visual Development ★ Background Painter

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### Education

Artcenter College of Design + Pasadena, CA

Bachelor's degree, Illustration Graduation date: Spring 2023

# Experience

#### Production Design and Visual Development Teacher's

**Assistant** → ArtCenter College of Design

September 2022-Present

 Organize, assist, and participate in class critiques for Production Design (Fernando Olmedo) and Visual Development (Jim Salvati)

#### **ACCD Game Jam Art Lead +** ArtCenter College of Design

March 2021–March 2022

- Developed a game within 44 hours relating to the themes "Better Together 2021" and "Throughout the Darkness 2022"
- Illustrated assets such as character animations, props, and walls

**Mentee →** ArtCenter College of Design Career and Professional Development

August 2021-November 2021

- Developed a close relationship with Jeong Shin, Bethesda senior concept lead,
- that guided me through the video game industry standards and it's pipeline

## **Skills**

### Design & Presentation

Narrative Illustration, Time managment, Teamwork

### Softwares

Adobe Photoshop, Indesign, Autodesk Maya, Blender, StoryBoard Pro 20 , Excel

#### Languages

English-Fluent

Mandarin-Conversational

## **Awards and Achievements**

Women In Animation Scholarship → (February 2023)

ArtCenter GameJam Mentor's Award + (March 2021)

ArtCenterCareer Professional Development Mentorship + (2021)