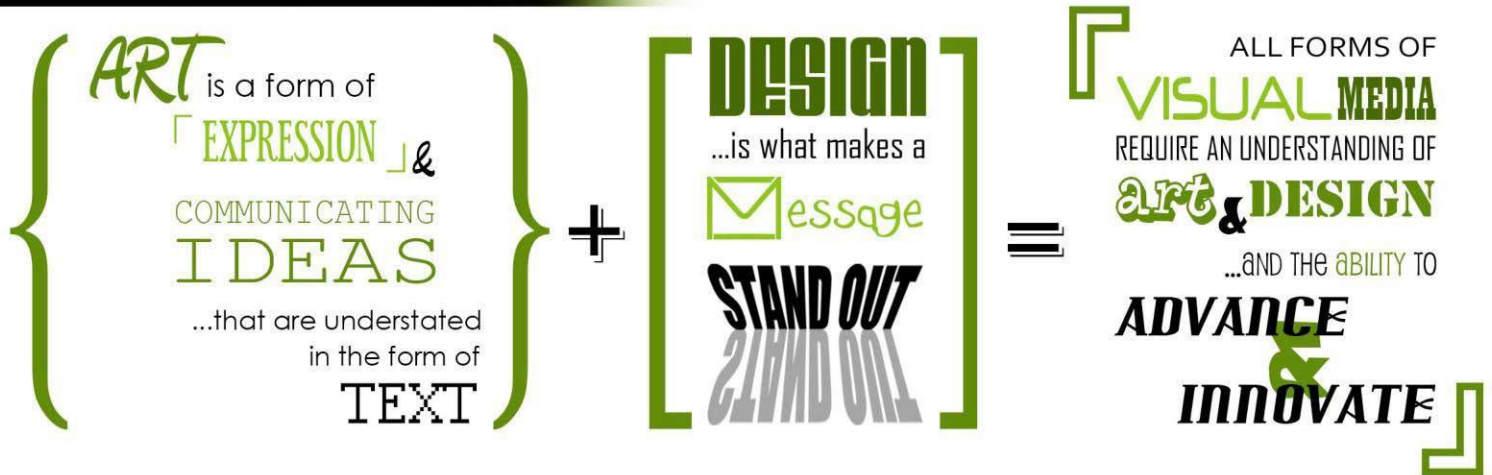


STATEMENT



SKILLS

<u>Adobe Suite</u>			
Photoshop	9 YEARS	Flash	3 YEARS
Premiere	5 YEARS	Illustrator	3 YEARS
<u>3D</u>			
Maya	3 YEARS	Unity 3D	2 YEARS
Mudbox	1 YEAR	ZBrush	1 YEAR
<u>Other</u>			
Video Editing	5 YEARS	Graphic Design	8 YEARS
Prototyping	4 YEARS	Illustration	12 YEARS

EDUCATION

Simon Fraser University

School of Interactive Arts and Technology

Bachelor of Arts
Major in Media Arts
Major in Design

Graduated 2015

PROJECTS

World of Westeros

Team of Four

Made in Autodesk Maya, Mudbox, ZBrush, and Unity.

An interactive environment with minor game elements to promote exploration.

Inspired by the Game of Thrones series, this game was made to appeal to both fans and non-fans by allowing the player to play as an unnamed character that is separate but also a part of the established story.

For fans, they will understand the hints throughout the game. For non-fans, it will simply be a medieval exploration game with an implied story.

BC Biomes

Team of four.

Made in Autodesk Maya, Mudbox, Flash, PhotoShop, and Unity.

An immersive, interactive environment featuring the environments of British Columbia.

Players explore in the first person perspective and encounter objects that will teach them facts about British Columbia's flora and fauna.

WORK EXPERIENCE

Freelance Graphic Design and Illustration

2007 - Present

Creating custom designs for web and print. Occasionally teaching art classes to children.

BioSense Pharmacy Creative Team

2015 - Present

Making graphic designs, 2D and 3D animations, storyboarding, concept art, website changes and updates, social media management, and image editing and illustrating.

HOBBIES

Drawing and Design

A hobby that became a form of communication and means of socializing. A picture may amount to a thousand words, and these days the average person prefers a comic or designed and formatted text to a visually tiring block of words.

Gaming

Playing different kinds of games gives insight into what works and what does not. As an aspiring game designer, experience is invaluable in both designing and pioneering new genres.

Cartoons and Comics

A fan of Eastern and Western entertainment media, I have learned how to write and engage different audiences, and how different forms of media can present a story.

Languages

The gaming and animation industry in the West is impressive and steadily evolving, but the East is a worthy opponent in the industry. Natively a Mandarin speaker and learning Japanese, I am able to experience and learn from the media industries of both.