

## **EXPERIENCE**

#### **Concept Artist**

Designing and producing conceptual art for independent game *Carry The Light* (20xx) - character designs, environmental art, color concepts, and prop design

2020 - Present

### **Zine Director/Artist**

Participated in independent magazine publications, as both artist and manager - administration of contributors, finance management, social media outreach, digital illustrations, merchandise design ASPEC JOURNAL, Uchiha Do It Better, The Sunlit Earth

2020 - Present

#### **Freelance Artist**

Operated commission services - customer relations, marketing, scheduled art production, sole-proprietor online shop

2015 - Present

#### **Peer Mentor**

Assist instructor in Sophomore Seminar classes - Critiquing, grading work, tutoring School of the Art Institute of Chicago (SAIC)

Chicago, IL 2016-2017

### **EDUCATION**

### School of the Art Institute of Chicago (SAIC)

Chicago, IL

Bachelor of Fine Arts, Fall 2017

# **Goldman Sachs Scholarship For Excellence**

School of the Art Institute of Chicago (SAIC)

Chicago, IL, 2016

### **Dean's List Of Outstanding Sophomores**

School of the Art Institute of Chicago (SAIC)

Chicago, IL 2016

# **Distinguished Scholar Scholarship**

School of the Art Institute of Chicago (SAIC)

Chicago, IL 2013

# **SKILLS**

**2D Animation** (Key frames, in-betweens, follow-through and rough passes, final line, coloring and shading, effects editing)

**Painting and illustration** (Digital and traditional, portraits, character design, logo design, item and prop design, scenery and backgrounds)

**Comics** (Digital and traditional, drafting, inking, lettering, coloring, formatting, printing and distributing)

#### **Traditional Mediums**

Ink, graphite, pastels, markers, oil/acrylic/watercolor paints, screenprinting, linoleum printing

#### **Software**

Proficient in Adobe Software, Microsoft Office Software

English (Native), Mandarin Chinese (Fluent)