Eleanor(Ge) Chen
Graphic Design / Video Editing

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San Carlos, CA 📍

Experience

AppLovin - Graphic Designer & 3D Artist   8/2014 - Present
- Design animated mobile ads and videos for specific client
- Create 3D assets using Maya for raising the quality of the ads
- Customize and edit design files to fulfill customers' requests

Kno Inc. - Game Artist Intern   5/2013 - 8/2013
- Worked on a series of HTML 5 educational games in their educational software
- Worked closely with the game designer to build logical UI flows
- Responsible for UI design, title screen design and character animations in games

Projects

Samsara - UI Designer / 2D Artist   1/2014 - 5/2014
Client: ETC Faculty Jiyoung Lee
- Design and develop an expressive artistic mobile/tablet game that inspired by the serious issue of bullying
- Work with designers and artists to make concrete game storyboard
- Responsible of UI design, title screen design and team branding materials such as team logo, poster and promote video

Rule the Tides - UI / 2D Artist   9/2013 - 12/2013
Client: Electronic Arts Office of the Chief Creative Officer (OCCO) team
- Created an action-adventure naval combat game for the iPad
- Responsible for logo design, game character design, UI design and texture for the models in the game

Visual Story - Director / Compositor   9/2012 - 12/2012
- Laid out, shot, and edited five short film projects in a team of four
- Responsible for most of the camera controls, editing and post-production
- Mentored teammates through all aspects of production

Miss Egg – Group Leader / Editor   2/2011 - 6/2011
-Worked in team of four, used eggs as characters to shoot a stop motion animation
-Responsible for lead character design, storyline writing and editing using AE

Education

Masters of Entertainment Technology   May 2014
Entertainment Technology Center (ETC), Carnegie Mellon University (CMU), Pittsburgh PA

Bachelor of Digital Media Technology   2008-2012
Beijing Language and Culture University of China (BLCU), Beijing, China

Summary

Creative, passionate and technically trained artist with 2D/3D experience looking for a full-time opportunity as a motion graphic designer.

Skills

Software Expertise:
Photoshop
After Effects
Illustrator
Adobe Premiere
Flash
Maya
Max
Unity 3D
HTML&CSS

Technical Skills:
Web Design
UI Design
Motion Graphics
Video Editing
2D Texture
Compositing

Soft Skills:
Time Management
Problem Solving
Communication
Leadership

Language

English, Mandarin