

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)

Pittsburgh 2013 - 2015

- Master of Entertainment Technology

City University of Hong Kong (CityU)

Hong Kong 2009 - 2013

- Bachelor of Science (Honors) in Creative Media | Minor in Japanese Studies

University of Aberdeen

Scotland, UK 2011 - 2012

- Exchange Abroad Program, Computer Science Major

SKILLS

Major skills	Environment Concept Props Concept Art Direction Prop Texturing Storyboard
Software	Photoshop 3DS Max Flash Illustrator After Effects Unity
Traditional Art	Quick sketch Water color Oil Acrylic Pastel Chinese Calligraphy
Programming	ActionScript 3.0 C++ Java HTML CSS JavaScript C
Language	Fluent in English Mandarin Cantonese Basic Japanese

PROJECTS

Reboot old EA game *CONCEPT ARTIST / 2D ARTIST*

Pittsburgh Spring 2014

- Collaborate in a team of 7, in partnership with EA's Office of the Chief Creative Officer
- Design and build a family friendly slot-car racing TV game, controlled by a mobile device in 15 weeks
- Steer the art direction to cater to a unique intended demographic
- Lead concept art design for tracks, environments and cars

Building Virtual Worlds *GAME ARTIST*

Pittsburgh Fall 2013

- Worked in teams of 5 (made up of different skillsets) to rapidly build game prototypes within 2-3 weeks
- Used various platforms including Kinect, Oculus Rift, MaKey MaKey, Leap Motion and Android tablet
- Specialized in concept art for the environment and character of the games
- Contributed to texturing, cinematic and modelling

Magic Puppet *DEVELOPER / ARTIST*

Hong Kong 2012- 2013

- Designed and implemented a mixed-reality interactive puppet show
- Integrated both traditional and digital puppetry (Microsoft Kinect) using Animata and Processing in Java
- Rigged and animated the characters recreated from a traditional Chinese story
- Designed the stage and backdrop in collaboration with Hong Kong Puppet and Shadow Art Center

PROFESSIONAL EXPERIENCE

Moonfish Software Limited *GAME ARTIST INTERN*

Hong Kong Jun 2012

- Worked as a 2D game artist for a science-fiction space RPG game, Galactic Phantasy Prelude
- Designed 2D icons for weapons / equipments
- Illustrated high-quality textures for dialogue boxes and spaceship models

ChinaSoft International *GRAPHIC DESIGNER INTERN*

Beijing, China Jun 2010

- Worked as a designer in the Public Relations Department which delivers internal cultural products of the company
- Designed posters and souvenirs using Photoshop and Illustrator for company events
- Designed graphics for the monthly periodical