CHONG HU

UI /UX Designer | 2D Artist

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EDUCATION

Carnegie Mellon University

Master of Entertainment Technology
Pittsburgh,PA | May.2015

University of Pittsburgh

Bachelors of Arts in Architectural Studies
Minor in Stuido Arts
Civil Engineering Certificate
Pittsburgh,PA | April.2013

SKILLS

Design

Illustrator | Photoshop | InDesign | After Effects | AutoCAD

Hands-on

Sketching | Drawing | Painting | Sculpting

Programming

HTML+ CSS | Javascript

PROJECTS

Pulse UI | UX Designer

Nov.2014
Dec.2014

Prototyped a social app on mobile phones for ambulence drivers in group of four. Decided the color palette and style. Created the logo and the user interface for ios.

Skyline Character Concept Artist | Environment Artist

Sept.2014
Dec.2014

Created concept arts for characters and the key scenes for the pre-production of a 3 minutes animaiton, Shattered.
Worked on environment art assets.

Sandbox Concept | 2D Artist

Jan.2014
May.2014

Designed an interactive initiative for bridging the gap between children, their families, sciences and maker culture on Sifteo Cubes. Performed role of concept and 2D artist.

BVW Concept | 2D Artist | UI Designer

Sept.2013
Dec.2013

Created games and experience in 1-3 week periods in five-people team for the course Building Virtual Worlds. Performed role of concept, 2D artist and UI designer.

EXPERIENCE

Innovajoy

Character Designer | 2D Artist | UI Designer

Aug.2014
Dec.2014
Pittsburgh,PA

Designed and animated the main characters and 2D assets for the opening animation, training level and the 1st level for the 2nd Prototype. Made part of UI design.

Fifth and Forbes Magazine

Designer

Jan.2013
April.2013
Pittsburgh,PA

Designed the front and back for the magazinePlanned the layout for all inner pages.

CITIC General Institute Architecture Design and Research

Intern in construction team

July.2012
Aug.2012
Wuhan,China

Drew sections for staircase and floor plans for the construciton. Revised drawings conducted by the cooperating studio.