

# Eleanor<sup>(Ge)</sup> Chen

## UI Design / 2D Art



### 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

Digital Design (Exchange Program) 2010-2011  
Curtin University, Perth, Australia



### Experience

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 Jiyong Lee  
- Design and develop an expressive artistic mobile/tablet game that inspired by the serious issue of bullying using Unity3D  
- 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 using Unity3D  
- Responsible for logo design, game character design, UI design and texture for the models in the game

Invisible? - **2D Artist** 1/2013 - 5/2013  
Client: CMU Alice project  
- Created a web based Flash game to raise the awareness of the dangers on the Internet and provoking discussions in class  
- Responsible for character design, environment design and team video editing

Stay Real Ad - **Motion Graphics Personal Project** 2/2011 - 6/2011  
- A TV ad for a fashion brand "Stay Real" which belongs to the vocalist from Taiwanese band Mayday  
- Treated as an advertising campaign for the brand as well as Mayday's concert circuit  
- Graphics and visual effects design combined with concert live footage

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San Carlos, CA



### Summary

Creative, passionate and technically trained artist with 2D/3D experience looking for an intern or full-time opportunity as a game artist.



### Skills

#### Software Expertise:

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

#### Technical Skills:

UI Design  
2D Texture  
3D Lighting  
Motion Graphics  
Web Design  
Compositing

#### Soft Skills:

Time Management  
Problem Solving  
Communication  
Leadership



### Language

English, Mandarin