

Chien Jarvis

Environment Artist

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🌐 www.chienjarvis.com

🇺🇸 US citizen

EDUCATION

MFA Computer Graphics Design

Rochester Institute of Technology

Aug 2012-Dec 2015, Rochester NY

GPA:3.85/4.00

Focus:3D and Motions

Received Merit Scholarship in 2012 and 2013

Graduate and teaching assistantship

Projects are selected for RIT 3D Digital Design program's best reel of 2013

Artwork featured by CG Society, Naboroo, and Polycount

BA Journalism

National Chengchi University

Sep 2008-June 2012, Taipei Taiwan

Focus:Multimedia Production, User Experience Research

Received Excellence Academic Performance

Award in 2011 and scholarship from Cultural Foundation

ONLINE COURSES

Game Art Institute

2017 Environment Artist Bootcamp

CG Master Academy

2016 Intro to Substance for Environments

2015 Perspective

SOFTWARE

Maya, ZBrush, UE4, Unity, Substance, 3D-Coat
Photoshop, Illustrator, InDesign, After Effects
Flash

SKILLS

3D modeling, sculpting, texturing, lighting, and rendering techniques

Real-time Design

Graphic Design/UI Design/Concept Art

WORK EXPERIENCE

Darkwind Media Ltd.

Junior Technical Artist

Jan 2015-May 2017, Rochester NY

Project: Wulverblade (Nintendo Switch, Xbox One, PS4 and PC title)

- Creating storyboards for in-game cinematic
- Visually narrating story through creative and evocative level design
- Testing and balancing certain game levels
- Creating 2D props

Project: (unannounced)

- Creating physically-based rendering 3D assets and textures
- Creating texturing maps in Substance Painter
- Ensuring that 3D props fit memory budget

Project: 3D virtual configuration application

- Building architectural models and UI elements for the application

Other Works:

- Creating stylized 3D props, weapons, characters, and environment set pieces optimized for real-time games
- Testing different UI styles
- Creating user interface prototypes for 3D displays

Rochester Institute of Technology

Adjunct Faculty

Jan 2016-Jun 2016, Rochester NY

Two Courses: Intro Modeling and Motion and Introduction to Visual Design

- Taught introduction of forms and animation in three-dimensions software, modeling organic and hard surface shapes, composition, the level of details, the creation of space and motion. Instruction will focus on the look of a 3D model, including basic lighting, texturing, shading and various methods of the rendering of 3D software.

Taisun Enterprise

Part-time Graphic Designer

Nov 2011-May 2012, Taipei Taiwan

- Illustrated concepts by designing rough layout of art and copy regarding arrangement, size, type, style and related aesthetic concepts
- Created a digital illustration for an ad campaign
- Collaborated on package design for beverage products

Commonwealth Publishing Group

Digital Content Intern

Jul 2011-Sep 2011, Taipei Taiwan

- Re-visualized print magazine information and layout for an app
- Streamlined reading flows into mobile-friendly structures

Lexus

Part-time Special Correspondent

Sep 2009-Jun 2010, Taipei Taiwan

- Directed photo shoots
- Attended events and developed PR news reports

ACHIEVEMENT

2015

Super Salt Helmet, video game// Winner of Ludum Dare 32

Responsible for 2D characters visual development and assets creation

2014

There is a monster under my bed, an animation short // Fulbright Film Festival, UCLA's school of Theater, Films, and Television

Responsible for creating additional 3D environment modeling