

# Chien Jarvis

Environment Artist

✉ artbychien@gmail.com

🌐 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

June 2017 - Nov 2017

Environment Artist Bootcamp

### CG Master Academy

2016 Intro to Substance for Environments

2015 Advanced Environment Design for Games and Film

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

### Dekogon ([www.dekogon.com](http://www.dekogon.com))

#### Freelance 3D Artist

Nov 2017 - Present

• Member of Dekogon Studios Ltd, an Independent artist collective, creating physically-based rendering props and textures.

Dekogon Studios is an artist collective that provides specialized high-quality environment asset creation, production, and resources focused on AAA game art development.

### Darkwind Media Ltd. ([www.darkwindmedia.com](http://www.darkwindmedia.com))

#### Junior Technical Artist

Jan 2015 - May 2017, Rochester NY

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

- Created storyboards for in-game cinematic.
- Visually narrated story through creative and evocative level design.
- Tested and balanced certain game levels.
- Created 2D props.

#### Project: République (Gear VR title)

- Created physically-based rendering 3D assets and textures.
- Created texturing maps in Substance Painter.
- Ensured that 3D props fit memory budget.

#### Project: 3D virtual configuration application

- Built architectural models and UI elements for the application.

#### Other Works:

- Created stylized 3D props, weapons, characters, and environment set pieces optimized for real-time games.
- Tested different UI styles.
- Created 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

### Commonwealth Publishing Group

#### Digital Content Intern

Jul 2011 - Sep 2011, Taipei Taiwan

### Lexus

#### Part-time Special Correspondent

Sep 2009 - Jun 2010, Taipei Taiwan

## 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.