

Chien Jarvis

Environment Artist

✉ artbychien@gmail.com

🌐 www.chienjarvis.com

🇺🇸 US citizen

SKILLS

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

Real-time Design

Graphic Design/UI Design/Concept Art

SOFTWARE

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

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
GPA: 3.74/4.00

Focus: Multimedia Production, User

Experience Research

Received Excellence Academic Performance Award in 2011 and scholarship from Cultural Foundation
Excellent Work in the 14th Cross-strait Journalism Award in 2011

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

WORK EXPERIENCE

Dekogon (www.dekogon.com)

Freelance 3D Artist

Dec 2017 - Present

- Member of Dekogon Studios Ltd, an Independent artist collective, creating physically-based rendering props and textures focused on AAA game art development.

Darkwind Media Ltd. (www.darkwindmedia.com)

Junior Technical Artist

Jan 2015 - May 2017, Rochester NY

Project: République (Gear VR title, Release date: TBA, Website: www.darkwindmedia.com/games/republique)

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

Project: Wulverblade (Nintendo Switch, Xbox One, PS4, and PC title, Release date: Oct 12, 2017, Website: wulverblade.com)

- 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: 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 (www.rit.edu)

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 (www.taisun.com.tw)

Part-time Graphic Designer

Nov 2011 - May 2012, Taipei Taiwan

Commonwealth Publishing Group (www.cwgv.com.tw)

Digital Content Intern

Jul 2011 - Sep 2011, Taipei Taiwan

Lexus (www.lexus.com.tw)

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.