

Chien Jarvis

Environment & Texture Artist

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🌐 chienjarvis.com

SKILLS

Maya(Expert), **ZBrush**(Expert),
UE4(Intermediate), **Unity**(Beginner),
Substance Painter(Intermediate), **Substance Designer**(Beginner), **3D-Coat**(Intermediate),
Photoshop(Expert), **Illustrator**(Intermediate),
InDesign(Intermediate)
After Effects(Intermediate)
Flash(Intermediate), **Nuke**(Beginner),
HTML(Beginner), **ActionScript**(Beginner)
Processing(Beginner)

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 were selected for RIT 3D Digital Design program's best reel of 2013
- Artwork featured by CG Society, Naboroo, and Polycourt
- There is a monster under my bed, an animation short was selected for Fulbright Film Festival, UCLA's school of Theater, Films, and Television in 2014: Responsible for creating additional 3D environment modeling

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

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

WORK EXPERIENCE

Freelance 3D Artist / Visual Designer

Dec 2017 - Present

Dekogon Studio Ltd. (www.dekogon.com) Dec 2017 - April 2018

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

Little Piggy Bakery, Taoyuan Taiwan Feb 2018 - Present

- Developing graphics for product illustrations, logos, and branding.

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, Portfolio: chienjarvis.com/projects/9nGNy)

- 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 (Portfolio: chienjarvis.com/projects/AZNeY, chienjarvis.com/projects/rzYAe, chienjarvis.com/projects/8BNm6)

- 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

- 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 (www.cwgv.com.tw)

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 (www.lexus.com.tw)

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. Our entry was 21st among 1400 entries.