Jung Chen

Visual Development /Texture Paint

🌐 https://www.salustudio.com/portfolio-2023

✉ luluchenillustration@gmail.com   ▽ vimeo.com/luluchen

in www.linkedin.com/in/jungluluchen   ◎ @salululuart

OBJECTIVE

Passionate about bringing stories to life through color, light and design. Comfortable with working collaboratively under pressure in fast paced environments. Love being in a team and contributing towards a shared goal.

SKILLS

Autodesk Maya

Adobe Substance 3D Painter

Mari

Katana

Zbrush

Blender

Adobe Photoshop CC

Adobe Premiere Pro CC

Adobe After Effects CC

Toonboom Harmony

Storyboard Pro

ACHIEVEMENTS

The Folio Society
Winner of the People's Choice Award
Howl's Moving Castle Book
Illustration Competition
2019

Society of Illustrators Rising Star
The Best Category Award
2018

SCBWI San Francisco
Award-Best In Show
Illustrators' Day conference
2017

EDUCATION

Sheridan College   2019-2023

Bachelor of Animation (BAAA) Graduating April 2023
currently maintaining GPA of 3.86

Advanced Lipsync for Feature Films   2021
Online Workshop Mentored by Dhruv Joshi (Animator at Illumination Studios)

Academy of Art University: San Francisco, CA   2016-2018
Illustration, Associate of Arts (AA) Degree

EXPERIENCE

Visual Development Artist   Feb. 2023-Present
Pipeline Studios
-Freelancer on an unannounced project
- Works on character/Environment designs for Early Exploration/ Research

Texture Paint Intern   July 2022
Sony Pictures Imageworks
Jul 2022 - Present · 2 mos
-Asset creation for film production using, Mari, Substance Painter, Substance Designer, Katana.
-Familiarizing with theA Lookdev pipeline and texture painting.

Illustrator at Peak   Aug. 2021
- Created multiple illustrations & additional visual development pieces for the final product.
- Converted character concepts into rendered illustrations with unique environments, atmosphere, and storytelling.

Visual Development artist   June 2020
Nexus Studios London
- Pitched multiple illustrations to team
- Developed my visual language to fit various needs.

3D Total Publishing/ Artist Feature   January 2019
Character Design Quarterly issue 09
"Designing with Whimsy"
- Shared the process of creating whimsical characters living in the forest. Breakdown from shape to rendered illustration.

Penguin Random House   March 2019
"Charlie and the Chocolate Factory"
- Illustrator of Cheil Worldwide "Lose yourself in a book"