

ANNIE CHEN

✉ anniewchen8@gmail.com

☎ 201-218-5447

📍 New Jersey

🌐 www.anniewchen.com

SKILLS

Autodesk Maya

Autodesk 3ds Max

V-Ray

Chaos Group

Adobe Photoshop

Adobe Illustrator

Adobe Premiere

Adobe After Effects

Blender

Miro

Figma

EDUCATION

Pratt Institute

Brooklyn · 05/2019

Bachelor of Fine Arts: 3D Animation

- President's List
[Fall 2016, Fall 2018]
- Dean's List
[Fall 2015, Spring 2016, Spring 2017, Spring 2018]
- Merit Scholarship Recipient
- 3.900 GPA

PORTFOLIOS & PROFILES

- www.anniewchen.com
- www.linkedin.com/in/anniewchen/

PROFESSIONAL SUMMARY

Highly accomplished and innovative 3D Designer with four years of invaluable experience at ObsessVR. Demonstrated expertise in creating captivating and immersive virtual reality environments, delivering cutting-edge solutions to diverse clients. Adept at leveraging advanced 3D modeling, texturing, lighting, rendering and animation skills to produce visually stunning and interactive experiences. Proven track record of collaborating seamlessly with cross-functional teams and exceeding project expectations, positioning as a valuable asset in the dynamic virtual reality industry.

WORK HISTORY

ObsessVR - 3D Designer

New York, NY · 07/2019 - 06/2023

- Created realistic 3D models, textures and animations using industry-standard software, contributing to the creation of engaging and interactive virtual experience.
- Collaborated with cross-functional teams to design and develop virtual reality environments for various clients and industries, ensuring alignment with project goals and client specifications.
- Used Adobe Photoshop to create realistic textures for graphics and 3D renderings.
- Participated in brainstorming sessions and provided creative input, contributing to the development of new concepts and ideas for VR projects.
- Translated raw data and prepared files into 3D pieces of art.
- Used Photoshop and Illustrator to produce floor layouts, user experience work flow and moodboards for design proposals.
- Prioritized and organized projects according to deadlines, time required for completion and amount of work needed for completion.
- Conceptualized design storyboards for clients before creating 3D renderings.
- Gathered photo references to use as guidelines and textures for 3D models.
- Worked with other artists, animators and programmers to execute projects on time and within budget constraints.
- Followed design guidelines, asset naming conventions and other technical constraints to produce results compliant with industry and platform standards.
- Resolved technical issues relating to rendering, streaming and memory management and supported comprehensive troubleshooting.
- Participated in design reviews, welcomed feedback, and iteratively improved designs based on constructive criticism.
- Adapted quickly to evolving project needs and incorporate feedback to enhance the overall quality of 3D assets.
- Stayed up-to-date with the latest trends, techniques, and technologies in the 3D design and virtual reality industry.

LANGUAGES

English

Native or Bilingual

Korean

Intermediate

Chinese (Mandarin)

Native or Bilingual

Japanese

Basic Proficiency