

TIFFANY CHIU

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EDUCATION

Rhode Island School of Design (RISD)

Bachelor of Fine Arts, Illustration (2015-2019)
Brown-RISD Game Development Club, RISD Concept Art Club

Brown University

Object-Oriented Programming & Computer Science (2017)
Spanish Language course (2016)

EXPERIENCE

Lead Art Intern | MassDiGi

Summer 2017

Worked in a team of 6 to create mobile puzzle game, Leap A Head, from start to finish. Guided art direction, asset creation, and some UI design. Defined major components of art style including background design, sprite design, and color palette. Created app icon and trailer video, as well as art assets, UI icons, animations, backgrounds, etc.

Production Manager, Artist | BGRD

January 2017 - present

Acting as production manager for a game development team in Brown-RISD Game Development Club. Facilitated communication among team members with roles of programmer, level designer, and artist. Created game assets and art for prospective game, assisted in level design.

Magazine cover Illustrator | Visions

Fall 2016

Illustrated magazine cover for Brown/RISD Visual & Literary Arts Magazine, Visions. Communicated with board members from ideation, sketching and composition to finished illustration.

Book cover Illustrator | Fiction for Kids

Summer 2016

Used digital and traditional media to create and publish book covers directed towards younger target audiences. Collaborated with a team of authors, editors, and other designers from concept to production level.

Game Art Illustrator & Ambassador | LearnDistrict

Summer 2016

Designed sprites, backgrounds, and game assets on request for an organization designing workshops for young aspiring game developers. Selected as an ambassador by LearnDistrict to represent and promote the Girls Make Games program.

Orientation Leader | RISD

September 2016 & 2017

Worked with other orientation leaders to plan orientation for incoming freshmen. Planned and organized events, helped freshmen get acquainted to college life and resources, manned stations and ran activities following an intense schedule.

SKILLS

Visual Development & Production

- **Digital Illustration**
- **Character Design**
- **Entertainment Design** - World-building, Environment design, Character and Creature design, Concepting.
- **Asset Creation** - 2D and 3D.
- **2D animation** - vector and hand-drawn.
- **3D animation** - including Modeling and Rigging.
- **Traditional Illustration** - Watercolor, Ink, Oils, Acrylic, Gouache, Pencil.

Software

- **Adobe Creative Cloud** - Adobe Photoshop, Illustrator, AfterEffects, Animate, Premiere Pro, Lightroom, InDesign.
- **Microsoft Office** - Word, PowerPoint, Excel
- **Autodesk Maya**
- **Blender**
- **Sculptris**
- **Programming** - Java
- Operating Systems: Mac OS, Windows, Linux
- Team communication channels: Ryver, Slack

Personal

- Strong organization skills
- Detail-oriented and deadline driven
- Clear and effective communicator
- Creative problem solver
- Resourceful and adaptable, open to learning

Languages

- English
- Cantonese Chinese
- Mandarin Chinese (Intermediate)
- Spanish (Basic)

EXHIBITIONS

Exhibitions

- Visions Magazine Fall 2016 publication (2016)
- Sears DX Competition Winners Exhibition, Design Exchange of Toronto (2015) - Toronto, ON, Canada
- Cup Glory Exhibition, Markham Civic Center (2015) - Markham, ON, Canada
- Beware Wet Paint 10th Anniversary Creative Art Show, Markham Chinese Cultural Center (2015) - Markham, ON, Canada