

QIUYA CHEN

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EDUCATION

USC Roski School of Art and Design – Los Angeles, CA Exp. Graduation *May 2026*
Bachelor of Fine Art, Design

USC School of Cinematic Arts (USC Games)– Los Angeles, CA Exp. Graduation *May 2026*
Bachelor of Fine Art, Game Development and Interactive Design

GPA: 3.83

EXPERIENCE

The Veiled Ones, USC Games (AGP) – Los Angeles, CA Mar 2023 -- Present
Art Director & Producer of team size 30+

- Created the **art bible** in the collaboration with the game director
- Created **storyboard** for crucial animated scenes from beginning to end of gameplay.
- Developed **2D concept art** from thumbnails, variations, and final rendering for: **environments, props, and characters.**
- **Directed 10 on-team artists** in unifying art style, design directions, reference research, and creating 3D modeling sheets.
- Tracked and **assigned tasks** for a team of 10 artists for both 2d and 3d pipelines
- **Communicated internally** within the art team and **externally** with other departments for feedback loops and revising visual solutions.
- Created **game pitch decks** that got greenlit among **60 other pitches** to a board of faculty and Rockstar developers
- **Recruited and interview** with the director for prospective artists.

Annenberg Media Center – Los Angeles, CA Feb 2023 - Present
Illustrator, Graphic Designer

- Created **digital illustrations** for news reports categorized in sports, social, and medical content.
- Communicated with editors and journalists to provide the ideal **visualization style solution** (minimalistic/hand-paint, etc.) based on the detailed context of the different.

Dreamland Confectionery – Los Angeles, CA Dec 2021 – Mar 2022
2D Concept Artist

- Created **2D Alpha cards** for assets to implement in the game environment.
- Created **concept art** for one core player-interactive objects that has 2 different visual stage
- Concepted thumbnails and variations for the environment bushes and props
- **Illustrated paint-over** environment scene concept of an ice land-level

USC Roski School of Art and Design – Los Angeles, CA Sept 2021 - Present
Office Assistant

- Assisted the special project manager in **planning** for upcoming events such as assembling packages, **event setup and breakdown**, and directing visitors.
- Supported student advisors and front office staff members with incoming questions from students and the public.
- Directed and answer incoming questions from students, faculty, and businesses partners about school services.
- Forwarded students and faculty requests to designated departments.

SKILLS

Photoshop, Illustrator, Maya, Cinema 4D, Dimensions, After Effects, Word, Excel, Google sheets, communication, time management, organization, paying attentions to detail, task tracking