

## Theresa Chen

Artist • Animator • Game Designer

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- Education**
- Carnegie Mellon University, Entertainment Technology Center** Pittsburgh, PA  
Intended Degree: Masters of Entertainment Technology  
(an interdisciplinary degree between art and technology)  
Intended Graduation Date: May 2010
- Carnegie Mellon University, School of Art** Pittsburgh, PA  
Tokyo Polytechnic University, Japan – Study Abroad Spring 2007  
Degree: Bachelor of Fine Arts (Electronic Time-Based Media & 2D Drawing/Painting)  
Graduation Date: May 2008
- Experience**
- Animation Assistant**, May 2008 – Aug. 2008  
Regenerative Medicine, Pittsburgh PA  
Dr. John Pollock, (412) 855-4043  
Created 3D models, animations, & dynamic effects for the 360° Full-Dome display.
- Animation Intern**, July 2006 – Oct. 2006  
1905 Productions, Pittsburgh PA  
Mr. Carl Kurlander, (412) 268-2909  
Created 2D characters, flyers, and pamphlets. Also created storyboards for concepts.
- Game Creation Society**, Sept. 2004 – Dec. 2007  
Carnegie Mellon University, Pittsburgh PA  
Contributed art to various projects in this undergraduate game developers club.
- Design Assistant**, Aug. 2007 – Dec. 2007  
Carnegie Mellon University Computer Services, Pittsburgh PA  
Design posters and signs for the campus computer clusters.
- Comic Artist**, Aug. 2006 – Dec. 2006  
Raytoons Cartoons, Templeton CA  
Mr. Raymond Mullikin, [raytoonscartoons@yahoo.com](mailto:raytoonscartoons@yahoo.com)  
Created a short story comic for a published anthology.
- Additional Experience**
- PIGDA Coordinator**, Aug. 2007 – Dec. 2007  
[www.igda.com/pittsburgh](http://www.igda.com/pittsburgh)  
Coordinate networking events for the Pittsburgh game development community.
- Computer Consultant** Jan. 2006 – Aug. 2008  
Carnegie Mellon University Computer Services, Pittsburgh PA
- University Lecture Coordinator** Sept. 2006 – Dec. 2006  
Carnegie Mellon University Lecture Series, Pittsburgh PA  
Organized and headed the lecture by Scott McCloud.
- Skills**
- Computer Programs** – Photoshop, Maya, Lightwave, TrueSpace, Blender, Flash, Director, Final Cut Pro, Illustrator, After Effects, Audacity, Peak  
**Art** – 3D modeling & animation, 2D animation, digital video, textures, sequential, static drawing & painting, woodshop, welding, ceramic, metalwork, foundry  
**Programming Languages** – Java, Processing
- Honors**
- Dean's List** – Fall 2005  
**SURG (Small Undergraduate Research Grant)** – Spring 2008