

# Wendi Chen

illustrator + concept designer

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## Profile

I am a dedicated and fast-learning artist who thrives on new challenges. I excel at creating production art for print, web, and mobile games/apps. I adore art in all its forms and dream of working with people who share my hunger and passion.

## Experience

### GRAPHIC DESIGNER, POKÉMON USA; BELLEVUE, WA – AUG. 2015 - JANUARY 2016

Merchandise and product designer for Pokémon USA. Designed various Pokémon themed product lines (t-shirts, mugs, hangtags) available for purchase at [PokemonCenter.com](http://PokemonCenter.com).

### 2D CONCEPT GAME ARTIST, DOUBLEDOWN STUDIOS; SEATTLE, WA – JUNE 2012 - MAY 2015

Created characters, environments, and UI/UX art assets for DoubleDown Casino, a top-grossing gaming app on Facebook and iOS. Created dozens of "blue sky" concept designs and game pitches in collaboration with art directors and producers.

### FREELANCE ARTIST, WENDI CHEN ART; TELECOMMUTE – 2009-PRESENT

Completed freelance contract work for various clients in illustration, graphic design, and photography. Clients include BOOM! Studios, DreamWorks Animation, Canson USA, Juxtapoz Magazine, and ZocDoc.

### LEAD ARTIST, IRIDIUM STUDIOS; LOS ANGELES CA – 2009-2011

Worked as the Lead Artist on Sequence, an indie RPG/rhythm game published by Iridium Studios and released on Steam/Xbox Live in 2011. Designed and exported all in-game character sprites and background artwork. Created production art and promotional materials throughout the length of the project.

### PROMOTIONAL ARTIST, DREAMWORKS FINE ART – 2010-2012

Created promo art and limited edition gallery prints for a DreamWorks sponsored gallery program, featuring characters from the movie "Kung Fu Panda."

## Skills

- ▶ Adobe Creative Suite (Photoshop, Illustrator, InDesign, Lightroom)
- ▶ Mobile Game Development (TexturePacker, SpriteBuilder, HTML5/CSS)
- ▶ Illustration & Conceptual Design (characters, environments, and color scripts)

## Education

University of Michigan, Ann Arbor, MI – Bachelor of Science (Nov. 2009)

## Exhibitions

- ▶ **Wing Luke Museum: KidPlace Children's Book Exhibit** – Aug. 15, 2015 – Jan., 2016
- ▶ **Vancouver Comic Arts Festival: Table M6** – May 23 – 34, 2015
- ▶ **Sakura-Con: Exhibitor's Booth #709** – April 3 – 5, 2015
- ▶ **Emerald City Comic Con: Exhibitor's Booth #502** – March 27 – 29, 2015
- ▶ **Gallery Nucleus: Steven Universe / Adventure Time Tribute Show** – Aug. 9 – 31, 2014
- ▶ **Q Pop Shop: Akira Toriyama / Dragonball Tribute Show** – Nov. 15, 2014
- ▶ **Rose City Comic Con: Exhibitor's Booth #1310** – Sept. 20 – 21, 2014
- ▶ **Emerald City Comic Con: Exhibitor's Booth #502** – March 28 – 30, 2014
- ▶ **Light Grey Art Lab: Great Personality Exhibition** – Jan. 24 – Feb. 21, 2014
- ▶ **Urban Light Studio: Hayao Miyazaki Tribute Show** – Jan. 10 - Feb. 10, 2014

## References

References will be made available upon request.