

Catherine Rock Chen

catherrc@usc.edu | (561)-762-6970

www.crchen.com

2016 – 2017 University of Southern California, **BA Animation and Digital Arts** (2020)
2015 - 2017 *Cinematic (2016 & 2017) and Visual Arts (2015) winner for National YoungArts*
2015 California State Summer School of the Arts Animation program

Game Director of a location-based AR mobile game, *Hacker* (2017-2018)

- Director of one of the 7 games greenlit for USC's Advanced Game Project 2018-2019 year, leading Team Hackerbird, a 27-person student team. Directing with clear vision and care for the player. To be presented during the USC-Games Expo in May 2019.
- Hands-on experience for all parts of the game, working with design, game positioning, producing, art direction, concept art, and engineering, until recruitment was finished.
- Meeting with team members, mentors, and publisher, creating a positive environment, rearranging team members for optimization, preparing for code reviews, prioritizing features, focusing on player experience, and solving problems on high-level ideas.

Animator for USC's Advanced Game Project, *Way of the Wolf*

Co-Creator and Artist/Producer/Designer for USC board games *Poor Me*, *Daisies*, and *Call of the Moon* (2018)

- Co-designed and created 95% of the art assets for *Poor Me*. Ran playtests and created all of *Daisies*. Produced, designed, and created all of the art for *Call of the Moon*.

Level Designer and Concept Artist for Oculus VR experience, *Chrysalis* (2018)

- Designed environments for the main corridors and game mechanics for those corridors.

Concept Artist for a singing platformer game and USC's Advanced Game Project, *One Hand Clapping* (2017), now the best selling game on itch.io!

- 40+ images for developing the art style of the game. Focused on integrating the environment art and animation with the game design. Participated in game design meetings in addition to art meetings during early phases of production.

Art Director on Film Independent's "*Great Again*" (2017)

Children's Book Illustrator of *A Turtle's Tale*, funded by PNC bank (2017)

- illustrating a 24 page children's book with over a thousand copies in distribution. Incorporated children's art into the final art of the book.

Co-Creator of "*Treasure*" animated short, completed over the course of 8 weeks. (2016)

- Scheduled and managed the team members for the project. Official Selection for Women of Cinematic Arts Feminist Media Festival, Official Selection for Sidewalk Film Festival

Creator of "*Breathe*" animated short film. (2016)

- **Official Selection** in "The Heart that Smiles" for the 2017 Moore Women Artists: Women in Animation film festival

Creator of "*Into the Digiverse*" animated short film (2016)

- **Official Selection** for MINDIE! Miami Independent Film Festival, June 2016

Producer, Director, and Animator for "*AniMATES*" animation (2016)

- Organized a team of animators to complete a one minute short film with a one week deadline. Won Silver prize at the USC SCA Alphie Awards

8 National Scholastic Medals - 1 American Visions Award for animation, and 1 for video games. 6 for other categories of art.