

Catherine Rock Chen

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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* (2017-2019)

A team-blind deathmatch with a shrinking map mechanic on USC campus

- Director of one of the 7 games greenlit for USC's Advanced Game Project 2018-2019 year, leading Team Hackerbird. Directing with clear vision and care for the player. To be presented during the USC-Games Expo in May 2019.
- Successfully pitched the game to USC games executives after conceptualizing it from the Zynga-sponsored Social Games class.
- Mentored by USC games faculty and additional mentors Katherine James, Dru Erridge, and Flint Dille.
- Hands-on experience for all parts of the game from preproduction to production, including creating design decks, game positioning, producing, management, concept art, engineering, and recruitment until recruitment was finished.
- Meeting with team members, mentors, and publisher. Creating a positive environment, rearranging team members for optimization, organizing team bonding experiences, preparing for code reviews, prioritizing features, focusing on player experience, and solving problems on high-level ideas.

Co-Creator and Game Designer for USC board games

Poor Me

Co-designed and created the art assets for *Poor Me*, a 2v2 silly game that made players guffaw and lose themselves laughing!

Daisies

Ran very detailed playtests and designed all of *Daisies*. It is a gift-giving game meant to heal players on a difficult day.

Call of the Moon

Produced, designed, and created all art assets for this roleplaying game within an Lovecraftian situation.

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

- Designed environments and puzzles for the three main levels of the game.

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.



Daisies

A gift-giving game to play on a difficult day.
(3-5 players)

