

# CHRISTINA CHAN

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## EXPERIENCE

### PLAYSTUDIOS

**Senior Production Artist** | May 2017 - May 2019  
Deliver high-quality art assets for game features that support live ops teams for MyVegas Mobile  
Create and update evolving in-game and lobby HUD  
Maintain brand guidelines to design on-target, on-market solutions

### EA MAXIS

**Concept Artist** | November 2015 - December 2016  
Provide props, environments and fashion concepts for Sims 4

### IGG - I GOT GAMES

**2D Artist/Creative Marketing** | December 2013 - November 2015  
Designed and rendered 2D assets, character designs, environments, logos, and promotional art for Clash of Gangs  
Creates particle effects for enhanced in-game user experience  
Creates ads for Facebook, and Google Play from existing art assets.

## PROJECTS

### "THE BROTHERS ERIK" 2D SIDESCROLLER GAME

**Character and Concept Artist** | July 2013 - December 2013  
Collaborated independently with colleagues to create a 2D side scrolling game  
Designed 2D character and creature assets for Unity  
Contributed to level designs

### "MAYA'S NOTBOOK" BOOK TRAILER FOR AUTHOR ISABELLE ALLENDE

**Character Designer** | March 2013 - April 2013  
Worked closely with storyboard artist for overall direction and tone  
Provided characters designs, painted and finalized story moments  
Assisted in compositing scenes in Adobe Aftereffects and Premiere

### "THE HUSBAND WHO WAS TO MIND THE HOUSE" ADOBE E-BOOK PROJECT

**Character Designer and 2D Artist** | January 2013 - March 2013  
Designed wife character with turnarounds and finalized environments  
Designed buttons and arrows along with other various 2D assets

### "KNOCK ON MY DOOR" HOUSE OF CHAI, 2D ANIMATED SHORT

Gold medal Winner, Society of Illustrators, Moving Image category  
**Background and Clean Up Artist** | July 2012 - September 2012  
Designed and painted backgrounds  
Finalized and colored rough animations

## SKILLS

Traditional Media,  
Photoshop, InDesign,  
Illustrator, Flash, Maya,  
Zbrush, Sketchup,  
After Effects, Premire

## EDUCATION

San Jose State University  
BFA Animation/Illustration  
May 2013

## SUPPLIMENTAL

ShrunkenHeadMan Club  
Member 2007 - 2013

### LucasArts

Distance Learning program  
2010 - 2012  
Reveived critiques from  
industry professtionals

### Dreamworks PDI

Dream Crit  
Attended video critique  
session with other