

Qianying (Shelley) Chen

Animator | Designer

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Portfolio: www.qianyingchen.com

Career Objective

Passionate and innovative Animator/Designer seeking a challenging position, to achieve career progress within the creative media industry, contributing towards the objectives of the company through utilising my personal strengths and experiences, aiming to develop profession in the challenging work environment, pursuing self enrichment, bolstering strong peer and client relationships, and promoting team work.

Work Experience

August 2009 – Current

'POLO'

(Screen Australia funded animated film, directed by Peter Lowey)

Colouring Artist (Casual/Voluntary)

August 2009 – August 2009

ZAC Toons

Flash Animator (Freelance)

December 2008 – July 2009

Ettamogah Entertainment

2D Animator (Full time)

- Working on 'Wakkaville' TV series for Children, collaborating with team members;
- Animating characters and props using presets, hand-drawing characters and props when required, ensuring animation meets the required standard and style.
- Liaising with team leads and animation director, animating, retouching according to the animation requirements and changes, helping scene planning fixing up the preset of the shots;
- Providing daily updates online and being able to work positively and efficiently under the pressure of tight production schedules which needs staying overtime.

July 2008 – October 2008

'The Not-So-Great Eugene Green'

(Screen Australia funded animated film, directed by Michael Hill)

In-betweening/colouring/clean-up Artist
(Voluntary)

- Cleaning up the rough sketches of frame-by-frame animation in Flash CS3;
- Adding the in-between frames based on the key poses, tweaking and adding additional details for the existing frame;
- Colouring the characters and props according to the requirement;
- Ensuring the quality of line work in each frame;
- Liaising with director face to face regularly, ensuring the animation meets the requirements.

September 2008 - September 2008

ZAC Toons

Flash Animator (Freelance)

- Collaborating with team members, animating characters and props on the pilot episode using Flash puppet presets based the written script and animatics;
- Ensuring the characters' movement and lip-sync fit their characteristics perfectly;
- Providing regular updates for the progression and meeting the production schedule strictly;
- Liaising with director through e-mails, tweaking and retouching the finished animation according to the discussion with director.

April 2007 - May 2007

Terra Transeo

(Collaborative 3D real-time game project)

Game Level Designer/ Website Designer

- Collaborating with concept team members on original game level design;
- Producing concept drawing for game props and geographic plan;
- Presenting ideas to the director and fellow members, preparing written guide, visual flow chart and concept artwork for production team and engine team;
- Liaising with director and engine team members, ensuring scale of game is within the budget;
- Producing promotional flash website according to the requirement using Flash 8.

August 2002 – September 2002

Chongqing Online, China

(www.online.cq.cn)

Web Assistant (Casual)

- Reporting to the web manager to assist with the development and maintenance of the website;
- Liaising with clients and related department members for required content;
- Assisting in designing and proofreading the layout and content of the website;
- Editing and optimising images using Photoshop for online purpose;
- Proofreading the final layout and written content before publishing;
- Updating news and visual materials using Dreamweaver on a daily basis;

Education

Tertiary

February 2007 – August 2008

Master of Creative Media (Animation and Interactive Media)

(Major: 2D Animation)

(Achievement: GPA 3.3 out of 4)

RMIT University

February 2006 – December 2006

Bachelor of Arts (Multimedia)

(Major: Interactive Media)

(Achievement: GPA 3.6 out of 4)

RMIT University

February 2003 – December 2005

Advanced Diploma of Multimedia

(Major: Interactive Media)

*RMIT University & Limkokwing University of
Creative Technology (Twinning Program)*

Personal Achievement

December 2005

'Best in Creative Multimedia' Award

Limkokwing University of Creative Technology

December 2006

'Best in Interactive Experience' Award

RMIT University

Professional Membership

September 2007 – Present

Member of Arts Hub Australia

April 2007 - Present

Member of Screen Hub

September 2008 – Present

Member of RMITV

Technical Skills

Operating Systems

Microsoft Windows XP (with basic skills of troubleshooting) / Vista

Mac OS X

Linux

2D Graphic and Illustration

Macromedia Flash 8, Adobe Flash CS3, CS4 (advanced, with basic ActionScript skill)

Adobe Illustrator CS, CS2, CS3, CS4 (advanced)

Adobe Photoshop CS2, CS3, CS4 (intermediate)

Toon Boom Harmony (upper intermediate)

Toon Boom Studio 4.5 (basic)

Compositing and Post-production

After Effects CS2, CS3, CS4 (intermediate)

Adobe Premiere CS2, CS3 (intermediate)

Adobe Audition CS2 (intermediate)

Adobe Encore CS3 (basics)

Apple Final Cut Pro (basics)

Soundtrack Pro (basics)

Others

Adobe Dreamweaver CS3, Microsoft Office Suites 2003, 2007, SmartDraw 2008

Language Skills

Proficient in written and spoken **English** and **Mandarin**

Basic communication skills in **Japanese**

Interests

All kinds of animation (movie, OVA, TV series) and comics, illustrations about children, culture, music, sightseeing, photography and computer games

Referee

Details available upon request.

