

# Tim Chen

## Contact

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timchenportfolio.ca

## Skills

3D Modelling  
3D Animation  
Environment Design  
Character design  
Motion Capture workflow  
PBR material workflow  
Project management  
Sketching  
Storyboarding  
UX/UI design

## Tools

Maya  
Blender  
Unity  
Figma  
Adobe Creative Suite

## Languages

English  
Mandarin

## Experience

### Project: AfterImage, Unity VR Game

*Technical artist, Texturing artist, Modeler | 2024 Fall*

- Developed engaging visuals for a Unity VR game by exploring Shader Graph and Visual Effect Graph in Unity, creating procedural materials and VFX that enhanced the player experience.
- Designed high-quality procedural shaders and textures in Blender for all game models, ensuring visual consistency and quality.
- Contributed to a captivating VR experience with rich storytelling and immersive environments, resulting in an A+ grade and selection for the SFU Fall 2024 showcase.

### Motion Capture Library and UX Project

*Project Manager (Paid) | 2024 Fall*

- Led three teams of Motion Capture Specialists and one team of UX designers to create the first motion capture Library for SFU's StudioSIAT.
- Created briefing documents, coordinating different parties, set up meetings and goals, and managed deadlines for teams and studio lead. Deeply involved with teams on preproduction, capturing and post-production processes.
- Achieved on-time project delivery while exceeding the expected number of captured movements, demonstrating effective project management and collaboration.

### Project: Mortals, 3D Animation

*Co-Director, Lead Modeler & Animator, Concept Artist | 2023 Fall*

- Co-directed a team to create Mortals, a 4-minute 3D animation recognized as one of the top animations in the course and featured on the cover of the Fall 2023 school showcase, earning an A+ grade.
- Developed all 3D models and produced 2.5 minutes of animation using Maya and Substance Painter, showcasing strong modeling and animation skills.
- Designed characters, created the world concept, and developed the storyboard to enhance storytelling and world-building through effective cinematic techniques.

## Education

### Simon Fraser University

2020 - 2025

School of Interactive Arts and Technology (IAT) BA. Undergraduate.

*Expected Graduation: Fall 2025*

Charles Chang Certificate in Innovation and Entrepreneurship

*Completed 2024*