



## ABOUT ME

I am a 2D animation student with a background in storyboarding, character design, game development, and social media content creation!

## EDUCATION

**Rochester Institute of Technology**  
School of Film and Animation BFA

## SKILLS

Storyboarding

Character Design

Environmental Concept Art


2D Animation


3D Modeling and Animation


## LANGUAGES


Mandarin

## CONTACT

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 @meowvian

# VIVIAN CHUNG

2D ANIMATOR AND ARTIST

## EXPERIENCE

2D Environment Concept Artist

**Third Pie Studios | Dec 2022 - present**

- Designed 2D concept art and turnarounds for environment assets such as villager buildings.
- Collaborated and communicated with an art team to make the aesthetic of the game unique but cohesive.

Sleepwalker Game Artist

**Magic Spell Studios | Aug 2022 - Present**

- Developing a 2D horror game
- I create concept art, characters, sprites, animated cutscenes, backgrounds, and UI assets to be implemented in Unity

Club Organization Media Director

**Asian Culture Society | Aug 2021 - May 2022**

- Designed promotional merchandise such as stickers, T-shirts, tote bags, posters, and pins.
- Managed and designed graphics to promote events on social media platforms like Instagram.

2D Animated Short Film

**Animation Workshop | Jan 2022 - May 2022**

- Preproduction: I pitched my film idea and created character model sheets, thumbnails, scripts, storyboards, and animatics.
- Production: I created animatics, recorded foley sound, and designed backgrounds. I am working on animating, coloring, and compositing.

Rotoscoping

**Senior Thesis Film Animator | February 2021 - April 2021**

- Rotoscoped over a 3D modeled submarine to produce a 2D animated sequence for an underwater scene on a student film.

## SOFTWARES

**Animation**

TVPaint, Maya, Toon Boom Harmony, Storyboard Pro, Dragonframe

**Adobe Suite**

Photoshop, Illustrator, After Effects, Premiere Pro

**Other**

Avid Protools, Procreate, Clip Studio Paint