



Concept Art // Graphic Design // Illustration

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American-born Taiwanese 2D/3D Previs Artist with over a decade of experience in the entertainment industry. Worked in VR interactive experiences, PC and mobile video games, board games, card games, real-time animated shows, and live-action films solo and in teams.

## WORK EXPERIENCE

CoolMiniOrNot Inc.

### CONCEPT & GRAPHIC ARTIST (FULLTIME)

October 2013 – September 2018

- Created character, prop, environment, and vehicle concept art for tabletop titles including Zombicide, Arcadia Quest, Starcadia Quest, Rising Sun, and A Song of Ice & Fire: Tabletop Miniatures Game.
- Worked on logomark, branding, wordmark treatments, and typographical work for various titles including rebrand of all 26 factions from the Dark Age miniature line.
- Created over 144 box packaging for the Dark Age miniature rebranding with unique themed elements, faction icon and wordmarks, studio photo retouching, assembly guides, and rulebooks.
- Produced marketing graphics, stretch-goal visuals, and promotional banners for multiple live Kickstarter campaigns supporting multimillion-dollar board game launches.
- Generated real-time campaign graphics and promotional assets during active Kickstarter funding windows, supporting rapid updates to campaign pages and marketing channels.
- Delivered high-volume illustration assets under tight deadlines, including producing 24 card illustrations and stretch-goal graphics within a 12-hour campaign window for Xenoshyft.
- Created UI and graphic assets for the Steam release of Xenoshyft.

Imprint Creations o/a Juniper

### PRODUCT DESIGNER (CONTRACT)

September 2021 – Current

- Created product concepts, product packaging, and manufacturing blueprints for major social media influencer brands such as Mark Rober (20.5M), Sligo (10.5M), VerbalAse (4.3M), MeganPlays (3.5M), etc
- 3D models for Gorilla Tag VR marketing, Apex Legends merchandise, SMG64 product visualization.

Pulseworks LLC

### VR CONTENT ARTIST (FULLTIME)

October 2018 – March 2026

- VR previsualization to production using Maya, Substance, Zbrush, and Unreal Engine
- Character and styleframe concepts and storyboards for the Apollo & Beyond VR experience released on the 50th Apollo Moon Landing Anniversary and client such as Georgia Aquarium, Smithsonian, California Science Center, and 30 other sites around the US.
- Site theming for Virtual Reality Simulator rides from large format print, to brochures, pamphlets, rack cards, slideshows, murals

Slothique LLC

### ART LEAD (PROJECT BASED)

October 2018 – Current

- Previs and storyboard artist on Trioscope Studio's live action feature films "Take Over" featuring Quavo and Billy Zane (2023 release)
- Lead Illustrator/ Storyboard Artist over 6 episodes for animated segments in *Six Degrees with Mike Rowe* docuseries on Discovery Channel
- Previs and storyboard artist on George R.R. Martin's adaptation of an unannounced project. (2023 release)
- Art Lead for Background and Props. Oversaw a team of 5 illustrators and created visual guide for for 2D Tribeca Film Festival debuted animated pilot "MINE" (winner of Best webseries at American Black Film Festival 2022)

Persistence of Vision Pre-Vis

### STORYBOARD ARTIST (CONTRACT)

June 2011 – August 2011 (3 months)

- created stylized previs storyboards for Real time animated TV series *Zafari* distributed by NBC/ Dreamworks 2018.

## LEADERSHIP EXPERIENCES

ASIFA-South International Animation Society

### BUSINESS DIRECTOR (VOLUNTEER)

501(c)3 non profit

March 2019 - Current

Work across departments to oversee financial day to day, strategy, grant writing, and budgeting/ expenditures.

ACM SIGGRAPH

### PORTFOLIO REVIEWER (VOLUNTEER)

Invited recurring guest reviewer by SIGGRAPH

S3 early career development committee under category of previs expert artist

ACM SIGGRAPH ASIA

### COMPUTER ANIMATION FESTIVAL COMMITTEE

July 2017 - August 2017

Invited to be part of the Computer Animation Festival Committee involved with reviewing animated shorts featured at the 2017 Bangkok conference attended by over 7000 industry professionals from studios such as Polygon Pictures, Pixar, and SquareEnix

### SIEGCON PORTFOLIO REVIEWER/ GUEST PANELIST

Georgia Game Developers Association

October 2017

## EDUCATION

### OHIO UNIVERSITY

OMBA Entrepreneurship/Entrepreneurial Studies 2019 – 2021

### SAVANNAH COLLEGE OF ART AND DESIGN

Double BFA (Animation- Sequential Art) 2007 – 2012

### CGMA MASTER ACADEMY

Vocational, Foundation and Design Program Certificate in Sketching, Intro to Perspective, and Anatomy 2014

## SOFTWARE

Unreal Engine 4 & 5, Maya, Zbrush, Substance Painter, Motion Builder, iClone, Blender, iClone Pro, Photoshop, Illustrator, InDesign, After Effects, Canva, Storyboard Pro

## SKILLS

### 2D

Concept Art, Matte Painting, Storyboarding, Illustration, Graphic Design, Comic Book/ Graphic Novel Production, and Printsetting, Mobile App UI, Product Design

### 3D

Modeling, Animation, UV Mapping, Texturing, Rigging, Lighting, Level Design, Product Visualization, Unreal Engine 4 and 5 Blueprint & Sequencer

## LANGUAGE

English, Mandarin Chinese