

Yinlerthai Chan

2D Video Game Artist

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Website: <http://yinlerthaichan.weebly.com>

Education

University of Southern California (USC), Viterbi School of Engineering - Los Angeles, CA May 2012

- B.S. in **Computer Science (Games)**, with Minor in **2D Art for Games**

Technical Skills

Software

- Proficient in using Adobe Photoshop, Adobe Flash, Paint Tool SAI, and Open Canvas
- Experience using Autodesk Maya, and Unity3D

Graphics

- Proficient in concept art, character design, background and level assets, UI assets
- Familiar in 2D animation, and 3D modeling

Work Experience

Gamedar.com

- **Flash Game – Kory the Thief – Artist** July 2009
A 2D platformer where the player controls a cat and navigates it through a museum to steal crystals
 - Worked as a paid artist for the website Gamedar.com
 - Created all background artwork, menu icons, and character spritesPlay or download here: <http://gamedar.com/comics/kory-the-thief>

Academic Project Experience

- **USC Final Game Project - Tales from the Minus Lab – Concept and UI Artist** Aug. 2011-
A 3D first-person puzzle-based adventure game where the player shrinks and grows May 2012
to explore a single room
 - Worked on a team of over 20 people for USC's senior year-long Final Games project
 - Created environmental concept art, UI design concepts, and UI assets, such as the title screen menu, and in-game HUDProject website: <http://www.theminuslab.com/>
- **Microsoft XNA Game Project – Super Dragon Ball – Artist and Programmer** Apr. 2010
A 3D game where the player tilts the world stage to navigate a Dragon Ball towards a goal
 - Built using Microsoft's XNA Framework in a team of 4 for Video Game Programming course
 - Created the title screen artwork, and the 3D model of the goal dragonPlay or download here: <http://yinlerthaichan.weebly.com/super-dragon-ball.html>
- **Flash Game Project – Sleeper – Artist and Programmer** Aug. 2010 –
A 2D adventure game where the player explores a dream-like world to uncover his own past Dec. 2010
 - Built using ActionScript 3.0 with a partner for Intermediate Game Development course
 - Created background art, character sprites, in-game objects and concept artPlay or download here: <http://yinlerthaichan.weebly.com/sleeper.html>