

Jamie Lin Chu

Compositing Artist & Designer

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Summary

Dynamic and versatile artist specializing in digital compositing, graphic design, photography & social marketing with experience in the fashion & video game industries.

Professional Experience

Zealy Studios - Freelance Artist

01/05 - Present

Photography, Graphic / Web Design, Consulting

Art direction and Photography for fashion, model portfolios, DJs / bands, nightlife, and promotional materials
Web and Graphic design, marketing, freelance consulting for artists, musicians, and event promotions

Factoid Games – San Francisco, Ca

05/11 - Present

UI Design, Game Development

Art direction, development & UI design for "Sample Master", a social game for facebook and web

Remix Brand Clothing - Cupertino, Ca

07/08 - 12/09

Design, Product Development, Marketing, PR, Sales

Art direction, photography, graphic design for clothing and print/web marketing materials
Product development and implemented marketing tactics for relaunch of the Remix brand
Event coordination, PR, radio promotions, sponsorship development with DJs, talent and nightclubs
Sales rep for brand and print shop, R&D for clothing manufacturing, hands-on screen printing production

4th Dimension Software - Redwood City, Ca

04/06 - 05/08

Advanced Tech Support, QA

Troubleshoot complex issues for travel management software, working closely w/developers on release schedule
Software tech support - Managed multiple mailboxes & assisted clients on their websites / software issues
Setup Air / Hotel / Cruise contracts for new / existing clients and QA system prior to launching software
Art direction and liaison for 4DS website redevelopment and assisted PR with completing website updates

LiveLife Culture - San Jose, Ca

08/05 - 05/07

Vice-President

Developed marketing, art direction, and product development for corporate identity.
Photography, flash website design, and graphic design for clothing and promotional materials
PR, radio promotions, event coordination, sponsorship development with musicians, DJs, and nightclubs

Global VR - San Jose, Ca

01/03 - 06/05

3D Artist

Developed proprietary techniques, worked closely w/engineers to assure increased productivity and functionality
Lo / hi-polygon modeling and texture painting for golf courses, structures, and animated foliage
"EA's PGA Tour Golf" - Arcade - 3d modeling, texturing, course design, UI menu design
"Vortek" - Arcade - UI Menu design, 3d modeling

Secret Weapon - San Mateo, Ca

08/00 - 12/02

3D Artist/Animator

Created dynamic 3D animations, character and facial animations, low / hi-polygon modeling, and texture painting for cut scenes and in-game play. Titles contributed to include:

"World Series Baseball 2K3" XBOX - Sega

"Midtown Madness 3" XBOX - Microsoft

"Playstation Underground Magazine" PS1 & PS2 - Sony
"Official Playstation Magazine" PS1 - Sony
"James Bond 007 Agent Under Fire" E3 Trailer 2001 - EA
"Tiger Woods PGA Tour 2001" PS2 - EA

Software & Skills

Autodesk Maya, Motion Builder
The Foundry – Nuke X
PFTrack
Adobe PhotoShop, Illustrator, After Effects, Premiere, InDesign, Dreamweaver
Vicon Blade
Photography
Alias Wavefront Maya – Certified Animator '00
House DJ & Vocalist
Event Coordination, Bookings, Marketing & Promotions
Reiki Master / Teacher – Japanese holistic therapy

Education

Ex'pression College for Digital Arts - Emeryville, Ca Bachelor of Applied Science, Animation & Visual FX	04/12 - present
De Anza College	07/12 - present
Ex'pression College for Digital Arts - Emeryville, Ca Associate of Applied Science, Animation & Visual FX	07/99 - 8/00