

Curriculum Vitae

Yüsi Chen

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Stockholm

Experience

- 2019 - present** **Art Director, Elk Studios AB, Stockholm, Sweden**
Concept art, game design, overview game production, UCD, marketing
- 2018 - 2019** **Lead Artist, Elk Studios AB, Stockholm, Sweden**
Concept art, game design, in-game&promotion graphics
- 2016 - 2017** **Graphical Artist, Elk Studios AB, Stockholm, Sweden**
In-game&promotion graphics
- 2013 - 2017** **Freelancing graphic artist, Stockholm, Sweden**
UI/UX design in apps and web, game design, in-game assets, concept art, font design, pattern design, etc
- 2014 - 2015** **Artist at indie game studios RoyalHand, Karlshamn, Sweden**
Concept art, character design, in-game assents
- 2010** **Interaction designer, United Nations Pavilion at World Expo 2010, Shanghai, China**
Interaction light layout

Education

- 2010 - 2013** **Master of Fine Arts, major in Storytelling, Department of Graphic Design and Illustration, Konstfack, Stockholm, Sweden**
Graphic design, illustration, visual communication, moving media
- 2006 - 2010** **Bachelor of Arts, major in Visual Communication, Art Design, CAUP, Tongji University, Shanghai, China**
Visual communication, graphic design, fine art, CAD
- 2013 - 2014** **Profession Course - Making Matters, 15hp, Konstfack, Stockholm, Sweden**
Project-led artist research

Software

Photoshop, Illustrator, Unity, FontForge, InDesign, After Effects, SketchBook Pro, HTML/CSS, Flash(ActionScript)

Language

English(fluent), Swedish(basic), Chinese(mother tongue)

References and/or referee contact details are sent on request.