
KAI CHEN

2D Artist

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Projects

Caravan

San Francisco, CA

Co-creator and Game Artist

July 2011

- Developed retro visual style and art assets in homage to The Oregon Trail while integrating elements of the fantasy genre.
- Created environments, characters, and events using Adobe Photoshop.
- Maintained constant communication with developer co-creator to promptly address any new requests or necessary revisions.
- Delivered visually compelling and polished work within a one month deadline.

Screenshot featured in IndieGames.com article.

Visuals rated 4 out of 5 by Something Awful's Game Dev Challenge VI.

Work Experience

Contracted Photographer (Off-Site)

Plano, TX

Navigation Solutions

March 2011 - June 2011

- Took over 300 photographs of locations in New York City and San Francisco.
- Altered images in Photoshop to fit client's specifications.
- Communicated with client daily to promptly address necessary revisions.

Media Sales Associate

Paramus, NJ

Best Buy

October 2010 - March 2011

- Engaged customers in dialogue in order to understand their needs and best fulfill them.
- Worked with peers and supervisors to maintain a clean, organized, and upbeat sales floor.
- Mentored new employees in company methods and tools alongside fulfilling personal tasks.

Education

School of Visual Arts

New York City, NY

Bachelor of Fine Arts

September 2004 - May 2008

- Majored in Illustration and Cartooning.
 - Graduated with a 3.4 cumulative GPA.
 - Dean's List for three semesters.
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