Ernie Chen

Set Design /Concept Art
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Profile	Environment concept artist with over 4 years of design under his wing and over 2 years of working in 3D as a rigger in TV animation. Has assisted in anime production as a background painter. Constantly exploring new visual techniques with technology and software.
Software skills	Adobe Photoshop (Advanced) Adobe InDesign (Advanced) Autodesk Maya (Advanced) Maya Python API (Advanced)
Language(s)	Fluent Mandarin/English

Production Experience

Bardel Studios (Sr Matte Painter, Aug 2022- Aug 2023)   **Vancouver BC, Canada**
-The Dragon Prince || DMP Concept Art + Paint

Mainframe Studios (Sr Designer, Aug 2019 - Aug 2022)   **Vancouver BC, Canada**
-Octonauts || Environment + Vehicle design
-Octonauts || Title Graphics, Lighting Keys
-Barbie || Environment and prop design

Tonari/Tsumugi Studios (BG Painter, August-December 2020)   **Remote Freelance**
-OtakuVS web series
-Misc anime background designs for independent clients
-Background designs for Crunchyroll's "Meiji Gekken"

Wildbrain/DHX Studios (Rigger, Aug 2017-Apr 2019)   **Vancouver BC, Canada**
-Megaman Fully-charged (2018)
-The Deep Season 3 (2018)
-Lego Ninjago (2019)

Brambleberry Tales Inc. (Freelance Rigger, May-Jun 2017)   **Vancouver BC, Canada**
-Create mocap-compatible character rigs
-Work with mocap data
-Control rigs for Unity Game Engine
-Credits: Rigging - Brambleberry Tales (App)

Grass Jelly Studios (Technical Artist, May-Sept 2016)   **Taipei, Taiwan**
-CG Previs + layout
-Environment Animation (simulation)
-Credits: Mayday "Almost Famous" MV

Education	Capilano University - ***3D Animation for Film and Games***	**(Diploma 2015-2017)**
Work Eligibility	Canadian Citizen, Canadian resident (British Columbia)	