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| **Alvin Jeffrey Chua** | **E:** | vinj.chua@gmail.com | **C:**  | (650) 534-5300 |
| **w:** | ajchua.weebly.com | **A:** | San Bruno, CA |

**ART & TECHNICAL SKILLS**

* Experience creating real‐time and post‐process effects within multiple engines and styles.
* Background in environment art, including modeling, sculpting and texturing, level construction and lighting.
* Strong technical skills in content creation, including destructibles, shaders, rigging and scripting.
* Quick and eager learner happy to delve into all aspects of game development.
* Software: Maya/3ds Max, Mudbox/Zbrush, Solidworks, UDK/Unity, Adobe: Photoshop/Illustrator/AE/FL/ID
* Language: Python, MELscript, Action Script, (HTML + CSS)

**WORK EXPERIENCE**

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| **John M. Ward and Associates –** *San Mateo, CA* | 08/2011 to present |

Graphic Designer | Web Administrator | Associate | Technical support | Content Management

* Develop graphic art signage for private events, video editing, and website UI structure/backbone
* Restore fragile antique images using Photoshop, and upload researched information for the website
* Maintain and administer the backend/frontend of a pre-hosted website using extensions/html/Setup/network/ troubleshoot computer equipment as well as other technical support for the office

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| **Freelance Graphic Artist –** *San Bruno, CA*(over 50+ projects) | 11/2005 to present |

* Designed concept ideas and samples to demonstrate quality products for key company clients
* Handled a variety of art projects and expanded customer base through innovative graphics art work
* Used software like Illustrator, Flash, InDesign or Photoshop to create Interactive promotional projects

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| **MedpaK Healthcare Technologies –** *Brisbane, CA* | 02/2014 to 05/2015 |

Industrial Designer | Project Manager

* Co-managed strategic planning, formulate products solution using web-based project management tools
* Scheduled and facilitate weekly conference meetings with the team
* Developed and 3D printed new innovative products using Maya, Solidworks and Repetier-Host
* Collaborated with Engineers and different plastic manufacturers to discuss design and improvement options

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| **Sony Computer Entertainment of America –** *Foster City, CA* | 08/2013 to 12/2013 |

Format Quality Assurance

* Test or document bugs, confirm functionality and usability of product hardware, software and firmware
* Adhere to technical requirement checklist to Format QA’s bug documentation system and standardization
* Assist the team with newly gained knowledge and frequently review SCEA's Technical Documentation

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| **Scenic Games, LLC –** *Daly City, CA* ­ | 01/2010 to 02/2011 |

2D-3D Artist/Game Designer

* Produced low poly 3D assets in Maya for iPhone and Facebook games
* Created 2D art and animations using Photoshop and Illustrator
* Collaborated with the team to implement concepts and provide ideas
* Managed a communicative network among the team to update I.P. Development

**EDUCATION**

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| **The Art Institute of California –** *San Francisco, CA*  | Graduated 12/2010 |

Bachelor of Science in Game Art & Design (Honor Roll)

**RELATED EXPERIENCE**

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| **VGMarket** - Quality Assurance Tester *Redwood City, CA* | 03/2008 to 03/2013 |