

# Justin Chen

Environment Artist

✉ Jc9957nyc@gmail.com 📞 401-219-4556 📍 New York City

## Projects

### Lost Euclidian

Sep 2023 - Present

Prop Artist / Environment Artist

- Worked as a prop artist with responsibilities for both conceptual and in-engine work.
- I was tasked with designing and producing majority of environment props for the Unity Engine.
- Brought assets from concept to in-engine ready while iterating and improving on industry modeling techniques.

### Fernhaven

Sep 2023 - Dec 2023

Environment Artist / Game Designer

- Worked as the project designer and environment artist using Unreal Engine.
- Responsible for overseeing the entire design process and creating a cohesive, immersive, and asset optimized environment.
- I studied and iterated on multiple facets of design including terrain sculpting, texture application, post-processing, and blueprints.

### Sled!

Jan 2023 - May 2023

Project Manager / Lead Environment Artist

- Worked heavily as the project manager and lead environment artist.
- Responsibilities include overseeing the entire team development: targets, deadlines, time constraints, resources, meetings, and pipelines.
- I also worked to provide critical feedback to the art team and drive design goals from concept to post-production.
- Helped lend a hand in asset modeling, texturing, and integration.

### Distortion

Apr 2023 - May 2023

Environment Artist / Game Designer

- Worked as the project designer and environment artist using Unity Engine.
- Responsible for modeling, texturing, post-processing, and set dressing the entire scene.
- Other responsibilities including developing scripts, rigging, and maintaining enemy AI, character weapon functionality and animations.

## Education

### Game Design

Sep 2020 - May 2024

New York University, New York City  
Bachelor of Fine Arts in Game Design

## Personal details

Website

[jcgamedesign.com](http://jcgamedesign.com)

LinkedIn

[linkedin.com/in/datsjustinc/](https://linkedin.com/in/datsjustinc/)

## Software

- Autodesk Maya
- Substance Painter
- Substance Designer
- Adobe Photoshop
- Unreal Engine 5
- Unity Engine
- ZBrush
- Trello / Miro

## Skills

- Art Direction
- Set Dressing
- Communication
- Teamwork
- Time Management
- Organization
- Documentation
- Art Asset Optimization
- Adaptive Problem Solving
- Asset Modularity
- UV Unwrapping

## Computer Science

New York University, New York City

Bachelor of Science in Computer Science

Sep 2021 - May 2025

## Programming

■ Unreal Blueprints

■ C#, Java, Python

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## Languages

■ English - Fluent

■ Chinese - Moderate

■ Fuzhou Dialect - Native