

# CATHERINE CHEN

## PROJECT DEVELOPMENT

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 @CATR.ART

## AWARDS

2018

- 2 games nominated for Unity's Best Student Game and Winner of Audience Choice Award at Indiecade

2016 - 2017

- Official Selection for "The Heart that Smiles" 2017 Moore Women in Animation Film festival, MINDIE! Miami Independent Film Festival, Women of Cinematic Arts Feminist Media Festival and Sidewalk Film Festival  
- Silver at the USC SCA Alphia Awards

2015- 2017

- 3-time winner for National YoungArts: Cinematic Arts (2016 & 2017) and Visual Arts (2015)  
- 1st place winner for National Society of Arts and Letters Awards, Naomi Winston scholarship

2012-2016

8 National Scholastic Medals and Silver Portfolio Winner  
- 2 American Visions Awards for animation and video games.

## EDUCATION

### BA ANIMATION & DIGITAL ARTS / USC (2016 - MAY 2020)

Produced, directed, and wrote the following animated short films:

- Yuan Yuan animated short film (Jan. 2019 - present)
- Breathe animated short film (May 2016 - Jan. 2017)
- AniMATES (Oct. 2016 - Dec. 2016)
- Treasure (co-directed) (Sept. 2016)

Produced and directed a multiplayer, location-based mobile game called *Domain*, a game of manhunt for iOS. (Sept. 2017 - May 2019)

## EXPERIENCE

### VISUAL DEVELOPMENT ARTIST

#### - GREEN GOLD ANIMATION (JAN 2020 - PRESENT)

- Designing interior and exterior locations for a pilot in production.

### PRODUCTION COORDINATOR

#### STORY DEVELOPMENT INTERN

#### - GREEN GOLD ANIMATION (AUG. 2019 - DEC 2019)

- Support the showrunner on projects across shows at the LA studio.
- Coordinate and art direct artists, write feedback for IPs in development, and manage project file.
- Storyboard and receive story mentorship from a showrunner and the writers on *Mighty Little Bheem* on Netflix.

### GAME CONSULTANT/ LEAD GAME DESIGNER

#### - GREEN GOLD ANIMATION (JUNE 2019 - PRESENT)

- Drive mobile game production at the US Studio.
- Help executives make decisions for game direction and PR game partnerships.
- Write feedback for design, usability, and art direction.
- Designed preschool mobile games for a licensed show.

### ANIMATION ASSISTANT - USC (FEB. 2017 - DEC. 2019)

- Update Excel databases for alumni lists, industry contacts, and equipment checkout. Create content for the @USCAnimation Instagram page.
- Manage library books and upkeep the animation library. Review and approve new books and registering them to the database.
- Guide students to faculty, waiting area, internal and external offices.

## TOOLS

- Adobe Creative Suite (Photoshop, Illustrator, InDesign, Aftereffects, Premiere)
- Toon Boom Storyboard Pro, TV Paint, and Maya
- Microsoft Office Suite