

Erica Chen | A 2D and 3D Generalist who's passionate about games and birds!

[Email](#) | [LinkedIn](#) | [Portfolio](#) | [Itch.io](#)

SKILLS

3D Art:

Autodesk Maya,
Zbrush, Substance
Painter, Houdini,
Blender

2D Art:

Photoshop, Figma,
Miro, Adobe Suite

Game Engines:

Unity Engine, Unity
Shader Graph, Godot
Engine, Unreal Engine,
Github

Languages:

C#, CSS, HTML, Java,
JavaScript, Python

Narrative:

Inky, Yarnspinner,
Twine

Production:

Microsoft Office Suite,
Jira, Trello

EDUCATION

Pratt Institute,
Brooklyn NY (2022 -
2026) —*BFA Game Arts*
GPA: 3.99,
Highest Honors,
Excellence in Academic
Achievement Award

EXHIBITING

Vancouver Game
Garden (2026)
PAX East (2026)
AwesomeCon (2026)
MagFest (2026)
Game-a-Palooza (2025)
PlayNYC (2025)

PROJECT EXPERIENCE

Birdteeth — *Creative Director, Technical Artist, Game Designer*

(2025 - Ongoing)

- Created all assets, including 3D models, animations, and 2D UI and sprites
- Established and implemented the visual style and general art direction
- Created custom shaders in Unity Shader Graph that reinforced visual design

Fossilological — *Concept Artist, Character Artist, Game Designer*

(2025)

- Modeled and designed puzzles to follow the storyline, visual aesthetic, and mechanics of the game while ensuring proper difficulty scaling
- Successfully maintained visual style across all visual assets in collaboration with environment artist
- Created, rigged, and animated all character models

EXPERIENCE

Stone Quail Games — *Co-founder, Creative Director*

(2025 - Ongoing)

- Designed creature concepts, 3D modeled, rigged, and animated them
- Worked with and directed lead concept artist to ensure alignment with established visual style
- Designed and published game on Steam

Arcade Therapeutics — *Animation and UI Intern*

(2025 - 2026)

- Designed and implemented various UI screens, popups, and dashboards for APA Labs Silver Badge Award winning, mobile game StarStarter
- Animated and designed effects, UX elements, and characters
- Pulled from existing visuals to create a style guide for future artists

The Imbernet — *Freelance Artist*

(2023 - 2025)

- Designed artworks for the tabloid department for an online ARG "Dear Clarent"
- Followed art direction and created iterations of 2D assets and illustrations

Christianne's Lyceum of Literature and Art — *Art Instructor*

(2019 - 2020)

- Worked with 15+ children of ages 3 - 12 every Thursday to help expand their creativity through arts and craft projects
- Helped lead, set up, and supervise lessons and activities