

Vesper (Jiadan) Chu

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Work Experience

Fireproof Studio

Guildford, UK
Mar. 2023 - now

TECHNICAL ARTIST

- Contributed to an unreleased title.
- Utilized our proprietary lighting tools and workflow for lighting setup, with the flexibility to make adjustments to the lighting pipeline for specific outcomes or performance enhancements.
- Engaged in crafting and refining cinematics, delivering immersive cutscene animations.
- Responsibilities extend to shader coding with proficiency in achieving desired visual effects.
- Experience encompasses VFX, C# scripting for niche visual effects, and adapting 3D art assets to meet project specifications.

Education

University College London

London, UK

MASTER (DISTINCTION)

Sept. 2021 - Dec. 2022

- Major in Design for Performance and Interaction (DfPI) at the Bartlett College
- Specialized in a pathway that explored the intersection of technology and art, with a primary focus on VR as a medium.
- Achieved a graduate project score of 88 and was showcased at the Austra Electronic Art Festival exhibition.

Zhejiang University

Hangzhou, China

BACHELOR

Sep. 2017 - Jun. 2021

- Major in Visual Communication Design.
- Undertook courses in Graphic Design, 3D modelling and rendering, Interaction design
- Recipient of the 2nd and 3rd Prize of Outstanding Student Scholarship and the Yongman Yang Scholarship.
- Achieved a GPA of 3.80 / 4.00 (86.4 / 100) and ranked 2/22.
- Received the Gold Award in the Zhejiang Province Students' Rural Design Competition.

Non-Degree Academic Experiences:

July, 2019 Visiting student, Tama Art University

Tokyo, Japan

July, 2018 Visiting student, Lingnan University

Hong Kong, China

Skills

DCC software Maya, Zbrush, Substance painter, World creator, C4D, Anorld renderer, Marvelous Designer

Programming Understand render pipelines and principles, proficiency with Unity3D engine, custom shader and shader graph. Skilled in C#, CG, HLSL language, Knowledge of P5.js & Processing, HTML & CSS language

Graphic & UI Design Photoshop, Illustrator, Indesign, Axure, Sketch

Video Production After Effect, Premiere

Languages English (work language, fluent), Chinese (native)

Projects

First Emperor's mausoleum: A VR puzzle game with the theme of tomb raiding

- Produced by a team of 7. My role is technical artist, responsibilities include shader and vfx production, 2D art and 3D art

Ovah: A mixed reality experience

- Produced by a team of 2. I was responsible for the design and development of all five VR scenes

Internship

Branding Department, Alibaba Health

Hangzhou, China

BRAND DESIGNER INTERN

July 2021 - Sept. 2021

- Provide graphic design and 3D design for the company's branding business

Platform and Content Group, Tencent

Shanghai, China

MULTI-MEDIA DESIGNER INTERN

May 2020 - Aug. 2020

- Best Intern Winner at July 2020, Provide AR creative gameplay demo design, web design, 3D model design, etc