

# Sean Chen

2D Game Artist & Animator  
schen.works@gmail.com | [LinkedIn](#) | [Portfolio](#)

## PROFESSIONAL SUMMARY

Creative and detail-oriented **2D Game Artist & Animation** student with a passion for storytelling, character design, and immersive world-building. Proficient in **2D animation, storyboarding, background design, and motion graphics**, with experience developing concept art for interactive media. I am adept at translating ideas into visually compelling narratives using industry-standard software. I am able to work independently and collaboratively, contributing to game development, animation, and multimedia projects in a professional environment.

## EDUCATION

**Pennsylvania College of Art & Design** – Lancaster, PA

*Bachelor of Fine Arts, Animation & Game Art* (Expected May 2026)

- *Relevant Coursework:* Pre Production, Game Art II, Story & Screen III, Senior Studio II, Character & Creature Design, Computer Animation II

**University of the Arts** – Philadelphia, PA

*Bachelor of Fine Arts, Animation* (Aug 2022 – May 2024)

- *Relevant Coursework:* Storyboarding, Character Design, Motion Design, Drawing for Animators, Illustration w/ Digital Media, Sophomore Animation Piece

## SKILLS

- **Software:** Adobe Creative Suite (Photoshop, Illustrator, After Effects), Maya, Blender, Toon Boom Harmony, Unreal Engine, Godot, Spine 2D
- **Game Art & Animation:** Storyboarding, Character & Background Design, 2D Animation, Motion Graphics
- **Game Development:** Game Design, Game Mechanics, 2D Asset Creation
- Strong attention to detail, adaptability, and creative problem-solving
- Ability to work independently and collaboratively under deadlines
- Excellent organizational and time management skills

## PROJECT EXPERIENCE

**Great Veil (Game Trailer & Demo)**

**January 2025 – April 2026**

- Designed and developed a **game trailer (2m 53s) and game demo**
- Game Trailer made with **2D animation**
- Demo created using **Godot, Spine 2D, Photoshop**
- Coding, 2D asset creation, character & environment design, game design
- Senior thesis project

**Great Veil & Flesh Abyss (Game Concept & Trailer)**

**January 2025 – April 2025**

- Created a **game trailer animatic and concept art** for a horror-themed video game idea
- Showcased skills in **character & environment design, game aesthetics, and atmospheric storytelling**
- Sound effects sourced and integrated from public libraries
- Preproduction for senior thesis project

**Baku & The Spirit Lantern (Game)**

**February 2025 – April 2025**

- Worked with a group of other students to create a **3D platformer**
- Created the **2D sprites and VFX** for the game
- Turned concept art into work that functions in the game.

**Little Giant Slayer (Game)**

**June 2025 – August 2025**

- Designed & created a short experience **turn-based game**, with a mentor under guidance & supervision.
- Gain experience by receiving feedback & making adjustments to ensure high quality outcomes
- Designed & created in two months