Jiadan (Jordan) Chu

✉ jiadan.chu@outlook.com | ⌂ https://jiadanchu.com | 🔗 LinkedIn | No Visa sponsorship needed

Work Experience

Fireproof Studio   *Guildford, UK*
TECHNICAL ARTIST   *Mar. 2023 - now*
- Work on VR puzzle game **Ghost Town**
- Utilized our in-house **lighting tools and workflow** for character, environment and cinematics lighting, 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 visual effects, and adapting 3D art assets to meet project specifications.
- Developed **documentation** —including user guides, best practices, and troubleshooting advice —for lighting pipeline, empowering artists to fully leverage its features and enhance their creative workflow.
- Collaborated with team members to diagnose and troubleshoot a diverse range of bugs, ensuring swift resolution and minimal disruption to project progress.

Skills

Art & Design   skilled in Blender, understanding of Maya, Zbrush, Substance painter, Expertise in Photoshop, Illustrator, After Effect, Premiere
Engine & Code   proficiency with Unity3D engine, Skilled in custom shaders using both node-based shader graphs and shading languages. knowledge of Unreal Engine, visual scripting tool, C# and Python, P5.js & Processing
Languages   English (work language, fluent), Chinese (native)

Projects

Ghost Town
- *Ghost Town* is a Single player VR puzzle-adventure from the makers of *The Room*.

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*

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