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Jason Chan

Objective

A challenging position in animation or design dealing with both technical and creative aspects of production.

Education

1999-2005 San Jose State University San Jose, CA

- B.F.A. Animation/Illustration; Minor Graphic Design
- ACME Animation Online Coursework taught by industry professionals from PDI/Dreamworks, Warner Bros, Pixar Animation, Walt Disney Animation in collaboration with SJSU Faculty

Technical Skills

Traditional: 3D modeling and animation, Traditional 2D animation, Storyboard, Visual Development, Layout, Graphic Design, Web Design, Photography

Software: Maya 5 & 6, Adobe Photoshop, Adobe Illustrator, Adobe Premiere, QuarkXpress, Macromedia Dreamweaver, Macromedia Flash, MS Publisher, MS Office

Programming: C++, D/HTML, CSS, PHP.

Employment

April 2005-Current Electronic Arts (EA Games) Redwood City, CA
Production Assistant

- 3D Environment collisions modeling for The Godfather
- Surface Tagging
- QA for different builds of the game during production
- Fixing collision bugs found by game testers

July 2004-April 2005 Bead Happy, Inc. Palo Alto, CA
Production Assistant

- Frontend website content creation, updates, and maintenance (with hand-coded D/HTML, CSS, & Dreamweaver)
- Backend product update for Beadshop.com via StoreFront
- Website QA for Luxejewels.com and Beadshop.com
- Product photography, project photography, and digital post-processing, digital asset management, project archival
- Print and web production of educational materials(text-based CDs, class handouts, online tutorials and PDFs) for The Bead Shop and Beadshop.com based on company style-guides and instructions from lead designer

Dec 2003-Current Freelance San Francisco, CA
Contract Web Design/Photographer/Illustrator

- Web-design & Webmaster: shopRSN.com, B2Transportation.com
- Illustrator: Gamingmouse.com