QUINXY
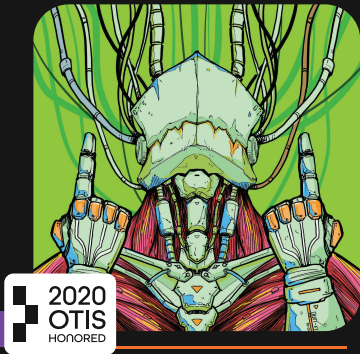
Designer, Artist, Gamer, Collector, Apprentice.

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2020 OTIS HONORED

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Proficient in creative tools.

PS 8/10	AI 9/10	PR 7.5/10	Stable Diffusion 7.5/10	8.5/10	PRO 10/10

Relevant Project Experience

09/2022

Post Redemption, Global
Artist/ Game Designer

Web3 multiplayer game with a post-apocalyptic theme centered around collecting, upgrading, and trading.

- **Concept Art:** Generated 80+ concept designs and character concepts, shaping the game's aesthetics. Guided the visual presentation by crafting style guides and storyboards, collaborating with team members to finalize designs.
- **Level Design:** Created game design document, laying a solid foundation for future planning work. Also created the technical design document for the programmers, which includes UI/UX design, Numerical, game loop, and boss battle mechanism.
- **Story Writer:** Set the macroscopic worldview of the game, background stories of major characters, factional system, and ecosystem.

07/2021

DJ Steve Aoki × Natal's music video: "Kon2.0", LA, CA
MV Visual director

Responsibilities
- **Relations Management:** Managed and maintained the relationship with Steve and Natal by understanding client's demands, and keeping connections.
- **Director:** Created 4 retro pixel-style characters, 3 destructible city scenes, and provided numerous pixel effect references based on the game's background. Additionally, provided style frames to facilitate post-production special effects. Applying storyboard to drive MV animation, and instructions about visual style.

11/2020

USC Sweeping the Ruins: Asymmetric RPG game project, LA, CA
Concept Designer

Sweeping the Ruins: a two-player asymmetrical combat game in a mystical ruin. Battle against a powerful behemoth, using traps and terrain. Available on Steam.

Responsibilities
- **3D Modeling:** Drafted game environment and props via Photoshop and visualized the environment through 3D-model by using Maya and blender.
- **Cross-function Teamwork:** Cooperated with the modeler, and motion designer regarding conceptualization for Unity game engine sets, including animation & special effects key frames.
- **Key Frame Illustration:** illustrated all key frames via Photoshop for the opening scene of the game.

Work Experience

03/2022

Tripalink, LA, CA
Branding and Creative Designer

Comprehensive real estate company that integrates property management, services, and construction.

- **Branding Designer:** Responsible for designing the visual guidelines for the company and its affiliated apartments, including the VI system, logo, color schemes, etc. Independently developed the company's IP character image and worked closely with the Chinese team and suppliers to oversee the production and printing of peripheral products.
- **Social Media Management:** Oversaw 5 social media platforms, delivering daily ads/posters on Instagram, WeChat and RedBook, analyzing user data to optimize media content strategy and generate leads.
- **Planning and Execution.:** Responsible for planning monthly tenant appreciation events with the team. Include making promotional materials such as posters /social media advertising, coordinating with vendors for material production, and hosting/field control during the event.

Project Manager, NeSpace Short-Term Rental Platform:

- **Brand Operation and Visual Design:** Initiated NeSpace as an independent project within the company, creating a distinct visual language, interior design style, and service offerings that represent NeSpace. Conducted market research to identify the target customer base and implemented a comprehensive business plan, successfully launching the platform. Currently, NeSpace has generated over 30 units of short-term rental apartments, with a monthly profit of approximately 50,000.