



ZIYING CHEN

Illustrator | 2D Animator | Motion Designer

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BIO

Ziying Chen is a 2d animator, motion designer and an illustrator, currently graduated from School of Visual arts as an animation student in 2023.

Ziying Chen has been worked as a freelance illustrator in China for the past 7 years, and has worked on a diverse range of projects that include painting, figure drawing, character design, graphic design, and background design.

She is familiar with Photoshop, Procreate and Paint Tool SAI for illustration. She use Toon Boom Harmony for animation and After Effects, Premiere Pro for editing.

EDUCATION

High School | 2016 -2018
The Central Academy of Fine Arts

3DX Max, Painting, Color Design, Editing

BFA Animation | 2019-2023
School of Visual Arts

Perspective Drawing, Anatomy, Storyboard,
Visual Development, Adobe, Toon boom

GPA 4.000 in 2021

SKILLS

- Illustration
- Color Design
- 2D Animation
- Video Editing
- Storyboard
- Character Design
- BG Design
- Comic Art

SOFTSKILLS

- Teamwork
- Adaptability
- Quick Learner
- Self Motivated
- Passionate
- Chinese speaker

Software

Procreate
After Effects
Premiere Pro
Indesign
Adobe Photoshop
Paint Tool SAI
Toon Boom
Adobe Animate
Live 2D Cubism

WORK EXPERIENCES

Illustrator of All about Us

(Oct 2015)

Do several illustrations and comics for the book.

Freelance Illustrator in Mi Huashi

(2019 - Present)

Create illustrations for a variety of projects, including book covers, Gifs, game design and CG paintings.
Revise and make changes based on author's feedback.

Sky Vandal

(2021)

Character Design Leader, color and location designer in the film.

Director of Deep Down

(2023)

Directing and animating an individual animated short film.