

## PROFILE

Highly motivated and efficiently working digital media professional with extensive experience in 3D environment modelling, Texturing, Games, Animation, Motion Graphics and Graphic Design.

- Responsible and committed problem solver in team working environment.
- Certified in Digital Media production includes Games, Creative Design and Graphic Arts through intensive professional programs.
- Well organized, strong work ethics, and determined leader as well as reassuring team worker.

## EXPERIENCE

**Eatz** *Lead graphic designer,  
UI designer*  
Jan 2011 - Current

Working on the UI and logo design for iPhone app and website for this user-friendly restaurant finder.

**University of British Columbia** *3D environment artist*  
Fall 2010

Created main scene and more than 10 3D buildings, involved with textures and Unity setting up for this interactive Chinese Canadian Stories.

**GameTheory Magazine** *Layout artist*  
June 2010 - Mar 2011

Responsible for the overall design and layout for this bi-monthly free digital game magazine.

**Pacific Wild** *Lead graphic designer*  
Jan 2010 - Apr 2010

Created graphics for SmartBoard educational modules and produced art for educational games.

## EDUCATION

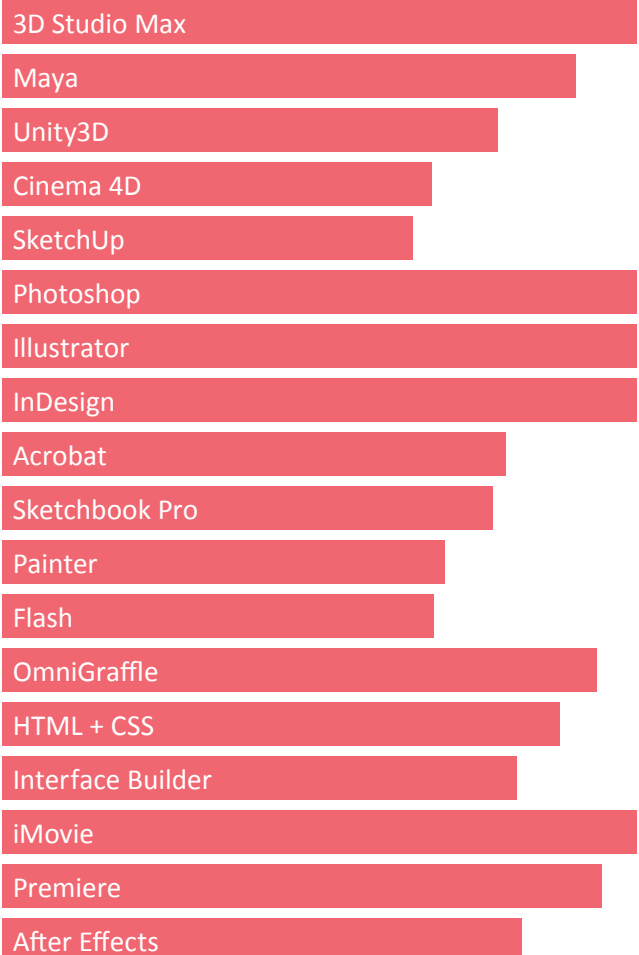
**Centre For Digital Media, UBC, Vancouver, Canada**

2009 – 2011 M.D.M. Master of Digital Media

**Huazhong Normal University, China**

2005 – 2009 B.S. Information and Computational Science

## SKILL SET



## LANGUAGES

Mandarin *Mother tongue*  
English *Fluent, written and spoken*