

Alison Chang | Blending Artistry and Technology for Impactful Creations for the World.

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SUMMARY

- **Self-motivated** and **proactive** artist with practical experience in **3D animation/immersive/film/photography** with **content pipeline, modeling/texturing, VFX, character design, compositing, and XR/real-time virtual production** expertise for both **strong technical/artistic capabilities** to drive **best-in-class** experience.
- Ability to **collaborate effectively with the team** and **spark new ideas** with good **project management** skills. Passionate in developing unique storylines and learning emerging technologies with a **growth mindset**.
- Fueled with **creative ambition** and **dreams** to create **meaningful/vibrant stories** for humankind worldwide.

EDUCATION

New York University M.Sc. in Integrated Design & Media New York, NY	Sep 2022-Jun 2024
ArtCenter College of Design MFA in Media Design Practices Pasadena, CA	2021-2022
King's College London B.A. in Liberal Arts London, UK	2018-2021

RECENT PROJECT

Director, Technical and Environment Artist, CG Generalist New York, NY
PER ASPERA AD ASTRA (an immersive film production) Mar 2024-ongoing

Competencies: Lighting, 3D modeling/texturing, Animation, VFX, Content Pipeline, Project Management

Technical Skills: Unreal Engine 5, Maya, Metahuman, Motion Capture, Substance Painter

- **Spearheaded the immersive narratives and virtual environment** strategy through space with the inspiration of surrealism, Jung, and Nietzsche, and constructed abstract storytelling with architecture and aesthetics.
- **Sculpted and modeled the character looks, prototypes, scenes, and architectural design** for the environments and **storyline**, developing animation, lighting and filming setups, and high-quality, real-time **rendering**.
- Achieved the desired result successfully utilizing Unreal Engine 5, Autodesk Maya, OptiTrack (for motion capture), and Davinci Pro, and performed **cinematography, VFX editing, and compositing**.
- Conducted expert interviews and qualitative research to better conceptualize and discover the underlying human emotions, **developing new insights** to smoothly integrate with music, space, and overall environment.
- Effectively **managed the project schedules and milestones** via Notion aligned with the virtual production pipeline, while prioritizing issues, resolving roadblocks, and collecting feedback for future improvements.

Director, Technical Artist, Environment Design, Animator, CG Generalist New York, NY
GEMINI (an immersive amusement park ride experience) Mar 2023-May 2023

Competencies: 3D modeling/texturing, Animation, Compositing, Collaboration, Problem-solving

Technical Skills: Unreal Engine 5, Maya, Metahuman, Stewart Platform/Ride Simulation, OSC, Motion Capture

- Orchestrated the **narrative amusement park ride design** covering creative direction, storyboards, scriptwriting, and character design, defining user experience design principles for amusement park attractions.
- **Built up an immersive and visually captivating landscape** for the project including lighting, environment design, camera sequencing, and rendering processes.
- Enhanced the immersive riding experience by designing the ride entrance, vehicle, and queue layout in every aspect, conducting simulations, and optimizing sound and movement effects based on the testing results.
- Collaborated closely with the group member as a team, managing resources and timelines while solving technical issues promptly. **Pitched and won professor's recognition as the most professional group in class.**

Immersive Designer, VR Product Taipei, Taiwan
Virtual Reality (VR) Art Project – Museum of Fine Arts Jun 2020-Dec 2020

Competencies: 3D modeling, VR Design, User Experience and Interaction Design

Technical Skills: Maya, Rhino, After Effects

- **Successfully proposed to the art museum** to create a **VR platform** with innovative interactive interfaces. Utilized 3D modeling to recreate studios and characters from 100 years ago.
- Innovated new features for a VR platform of an art gallery exhibition and developed interactive timelines for artists, such as replicating scenes, texture exploration, virtual galleries, and face-to-face interactions.
- Optimized VR menu interface designs, validated hypothesis through secondary research and focus interviews, interpreted art history data, and re-created a **holistic new VR user experience.**

OTHER PROJECTS

Technical Artist | 3D modeling, CGI, Compositing, Animation, VFX, Unreal Engine
[SCARLETT](#) (an experimental project - cyberpunk and horror) New York, NY
Sep 2022-ongoing

- **Created a cyberpunk world in 2050** combined with horror elements to develop character pipelines and workflows from **Maya to Unreal**, including **avatar prototypes, texturing, rigs & animations, blueprints**, etc.
- Integrated greenscreen footage using match motion tracking in Adobe After Effects to synchronize camera movements with CGI elements, creating a seamless blend of live-action and virtual environments.
- **Collaborated with 2 group members**, generated sparks, **resolved idea conflicts**, and adhered to deadlines.

Virtual Producer | Scriptwriting, VFX, Pipeline management, Unreal Engine New York, NY
[FORTUNE TELLER](#) (a virtual production film) Oct 2023-Oct 2023

- Accomplished and developed the visual effects for the film, meticulously crafting the character's mannerisms and inner worlds **based on my imagination of the world after death.**
- **Managed the comprehensive virtual production pipeline** focusing on **shaping the character personalities** and high-quality VFX, conducting compositing, 3D animation, and CGI elements integration.
- Demonstrated Unreal Engine 5 and VFX skills to keep pushing the boundaries of visual storytelling.

Brand & Visual Identity Designer | Re-branding for Food Business Taipei, Taiwan
[SyZyGy Food](#) May 2020-May 2020

- Re-created new brand identity and positioning for the retail shop of Taiwanese Snack with a consultative approach with UX/UI empathy mapping and brand concept visualization.
- Analyzed consumer profiles, behaviors, competitors, and business strategies to support business growth for the client. **Designed a new logo and VI manual** for the Corporate Identity System with Adobe Dimension.

INTERNSHIP

Curation Team, Research and Development | Museum Exhibition, Interactive Design Kaohsiung, Taiwan
[Kaohsiung Museum of Fine Arts](#) Jul 2020-Dec 2022

Competencies: filmmaking, photography, qualitative research, data collection, concept development

- Conducted **documentary-making**, including in-depth interviews, data collecting, filming, and editing the footage to present the subject with a **strong narrative, and artistic and historical significance.**
- Planned the **exhibition environment design and display arrangement.** Organized an educational theme space for **interactive devices** tailored to users' needs, and assisted in venue set-up and tour guidance.
- Designed educational events and marketing campaigns to attract participants and maximize exposure

Curatorial Project Manager, Space Design Intern Tainan, Taiwan
[Zhanguihua Culture and Art Foundation](#) (a leading culture & art organization in Taiwan) Jun 2018-Jul 2020

Competencies: event and exhibition curation, concept development, project management, strategic planning

- Curated and organized the exhibition project and **liaised with artists, vendors, and institutions. Managed the planning and conception for 5 exhibitions** in Kaohsiung Cultural Center, The Pier-2 Art Center, and KMFA.
- Took up curatorial positions to arrange overall displays, interpretive elements, and space designing regarding theme, demands, and accessibility.
- Selected and edited the official magazine, organizing and directing production (with 3000+ copies per issue).

LEADERSHIP

Vice President of Operation London, UK
[Taiwanese Society of King's College London](#) Apr 2019-Jun 2020

- Organized annual events and activities, and developed partnerships with 3 universities (ICL, LSE, and UCL).
- Pioneered the maximum of digital impacts and brand exposure, boosting 150%~200% growth of participants.

GENERAL INFORMATION

- **Voluntary Experience:** Exhibition Volunteer, [Zhanguihua Culture and Art Foundation](#) (2020)
- **Government Experience:** Data Researcher, [National Science & Technology Council](#), Digital Project (2016)
- **Interests:** Photography, movies, off-roading, art museums and galleries, immersing in historical architectures