**Yijia Chen**

 www.yijia.rocks

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# Qualifications

2D Game Artist, proficient in various digital imaging software.

3D Game Artist, including modeling, texturing, lighting and rendering.

Game Designer, experienced with Unity 3D

# Projects and Professional Experience

1. Moncage  *Fall 2018-2021*

Designer, 3D Artist, 2D Artist

Moncage is a unique puzzle adventure game where you explore a fascinating world trapped inside a mysterious cube. With each face displaying a unique scene, you’ll have to leverage the illusions and discover the hidden links to solve the puzzle. Moncage has won multiple awards, including ***iPad Game of The Year 2022***

Steam: <https://store.steampowered.com/app/1195290/Moncage/>

## 2.While Waiting

Designer, Lead Artist, 2D Artist  *Spring 2022- Spring 2024*

A transformative adventure exploring the art of waiting. Clear the game by doing nothing but discover the power of acceptance and patience in 100+ situations from birth to death. Learn to embrace life as you wait.

Steam: <https://store.steampowered.com/app/2449160/While_Waiting/>

3. Optillusion Games *Summer 2019-Present*

Co-founder, Artist

Opitllusion Games, founded in New York in 2019, now based in Irvine, California, is an indie game studio creating experimental and beautiful games, including *Moncage*, *WADE* and *While Waiting*.

Website: <https://www.optillusion.games/>

# Education

New York University (NYU), New York, New York

MFA degree in Game Design, 2019

Rensselaer Polytechnic Institute (RPI), Troy, New York

BS degree in Games and Simulation Arts and Science, with concentration in Electronic Arts,2017