

Ashley Chen

Contact

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Education

Carnegie Mellon University - 2018
Pittsburgh, PA

Bachelors of Art in Architecture
Minor in Game Design
Minor in Animation and
Special Effects

Stuyvesant High School - 2014
New York, NY

Skills

Software

Adobe Photoshop, Adobe
Illustrator, Adobe InDesign,
Procreate, Aseprite, Unity 3D,
Rhino 3D, Maya, AutoCAD 2D,
and Microsoft Office Suite

Analog

Project Management, 3D Printing,
Laser Cutting, Drafting, Model
Making, and Woodworking

Language

Familiar with C# and Javascript

Leadership

NoMAS Executive Board Treasurer
2017 - 2018

NoMAS Fundraising Committee
2016 - 2018

StuCo Teacher - Architecture and Film
2016 - 2018

SoA Peer Mentor
2015 - 2018

AIAS Fundraising Committee
2015 - 2018

Work Experience

Alpha Reader - August 2021 - Present

Freelance Alpha Reader primarily providing feedback on rough manuscripts and offering various strategies to strengthen the plot and writing style.

Veggie Mijas - March 2021 - Present

Graphic designer for Veggie Mijas, an advocacy-centered non-profit. Tasks include the design and execution of event posters, informational graphics, client requests, merchandise launch campaigns, and general promotional material using Photoshop, Illustrator, and Procreate. Role is within a small creative team, with which tasks include team organization and delegation of projects.

Quality Fire Protection Company - August 2018 - September 2020

Certified R-02 employee for the QFPC Inc. planning department. Managed a portfolio of over 200 buildings in NYC. Worked with clients to create elevations, sections, sprinkler and standpipe system diagrams using AutoCAD, along with data visualization in Excel. Additional tasks included reviewing FS/EAP floor plans, conducting client meetings, surveying buildings to ensure FDNY safety code compliance, and submitting paperwork for FDNY approval.

Hill West - Summer 2017

Architectural Intern for Hill West, a NYC based firm focused primarily on residential and hospitality buildings. Worked closely under a project manager on interior design, site analysis, building surveys, and reviewing projects for ADA code compliance.

Recent Projects

Royal Deceit - 2018 - 2021 - Strategic Hidden Role Game

Royal Deceit is a hidden role game where players try to outsmart each other while protecting their own kingdom from ruin. Each card has unique abilities and matching art. Royal Deceit went through several redesigns, both in graphics and game mechanics, using lessons learned from various playtesting. Learned about the production pipeline through manufacturing this game.

Happy Accidents - 2021 - Relaxing VR Painting Simulator

Won first place in the annual VR Game Jam. Worked with four other team members to create a VR game in under three days. Happy Accidents is a relaxing yet challenging painting simulator made in Unity 3D. Handled 2D asset creation and worked as lead graphic designer to ensure the vision of the team came together.

Stash - 2018 - Fast Paced Party Game

Stash is an action packed party game utilizing the versatility of a six sided die. Players compete to finish wacky challenges and race to earn the most points. Conducted multiple playtests and completed multiple interactions of the game based on player feedback. Cards were created in Illustrator, then cut out and etched using a laser cutter.

Firefly: Resurgence - 2017 - Tabletop RPG Narrative

Worked as the Project Manager and Game Master with four other game design students to create an immersive TTRPG experience set in the Firefly universe. This book covers a five act story broken down into comprehensive story beats for easy GM use. Example dialogue and scene descriptions were written as guidelines for a full campaign.

Grow Atlas - 2016 - An Analysis of Uptown and the Hill District in Pittsburgh, PA

Worked as a group of twelve architecture students to create a visually interesting way to communicate information about the Uptown and Hill District. Went on site surveys, researched and compiled data, and created infographics of the collected information. Used Rhino 3D, Illustrator, and InDesign to create and layout a comprehensive informational pamphlet.