

# SHIH-LIEN EUGENE YEN

## GAME & EXPERIENCE DESIGN

**NIANTIC, INC: INGRESS** - a mobile geogame

- o graphics & look development artist (2018-2021), tasks include:
  - o art & concept / visual design, motion graphics, video-post, swag crafting
  - o experience / puzzle & quest design, game master, tabletop AR-rpg prototyping
  - o narrative / alternate-reality game building, in-fiction community management

o **The Tessellation Event**

a global puzzle hunt centered on a multiverse sci-fi, mobilizing over 5K players worldwide.

## INSTALLATION

<b>ISLANDS /SEOM</b> AR & world simulation	SIGGRAPHASIA 2018, INDIECADE, SLAMDANCE DIG creative director, ar programmer, mo-graph artist
<b>I AM THE COMPOSITE OF YOU</b> digital portrait puzzle	11TH CYFEST solo project
<b>MONUMENTS OF BEING</b> VR experience	DIGITAL ARTS EXPO, CALARTS environment & 3d artist
<b>RESONANCE: JOURNEY TO THE BLUE TEMPLE</b> branching narrative multimedia card game	DIGITAL ARTS EXPO, CALARTS creative director & visual artist
<b>VOLACUS</b> interactive wishing pond	WAVE CAVE, CALARTS mo-graph artist & interaction design
<b>CONCOURSE OF MESSAGES</b> interactive postcard installation	VORTEX DOME, LA, SIGGRAPHASIA 2016(SELECTED) creative director & mo-graph artist

## VIDEO DESIGN for PERFORMANCE

<b>SOMETHING ABOUT HEADS</b>	dance/ projection mapping/calarts	JINGLIN LIAO
<b>ZOOLIGHTS: PACHYDERM PROJECTIONS</b>	la zoo/ projection mapping	GES
<b>SINGULARITY SONG</b>	dance / redcat now festival	RACHEL MASON
<b>STARMAN</b>	full dome/ la/ germany/ japan	IAMEVE
<b>FORE!</b>	la comédie de saint-étienne	ARNAUD MEUNIER
<b>KASPAR KASPAR</b>	pasadena museum of california art	SCARLETT KIM
<b>THE END, THE END, THE END...</b>	edinburgh fringe festival	SCARLETT KIM
<b>OBLIVIOUS</b>	hollywood fringe	JENAPHER ZHENG
<b>5 SEASONS</b>	dance/ interactive/ calarts	KIRA BLAZEK
<b>NIGHT WALK IN THE CHINESE GARDEN</b>	center for new performance la	STAN LAI

## VIDEO POST-PRODUCTION

### Freelance Motion Graphic Artist (2010 - )

Collaborators include: NightLight Labs, Niantic Inc, EDC, thatgamecompany

Shutting Down o music video o art direction, animator

aw • rah • nyoosh o feature film o compositor

Les A.M.O.U.R.S. o feature film o director, writer, editor, animator

### I-VIEW Post-Production Company (2010 - 2015)

Works include TV commercials, film opening sequence, event videos.

Client: Honda / Hyundai Elantra, IX35 / Volkswagen / DHC / LEXUS / Tenwow Tea

## PROFICIENCY

after effects / premiere / photoshop / illustrator / cinema4d / sketch / corel painter  
isadora / resolume arena / qlab / unity3d / lens studio / c# / python (intermediate)  
google doc, sheet / powerpoint / mindnode / slack / discord / asana / jira

LANGUAGE>> Mandarin: native | English: fluent | French: conversational

EDUCATION>> California Institute of the Arts o MFA o Interactive Media for Performance o 2018  
National Chengchi University o BA o Radio and Television Communication o 2008