



she/her
Pasadena, California

+1(401) 339-9632
pelokio233@gmail.com
www.jinggeart.com

I am a storyboard artist with past experience with movie production, music video production, video game design, costume design, and Illustration. I am fascinated with cinematography and loves older films!

Education

Artcenter College of Design
| 2021-2026

- Concept Design
- Storyboard mentorship

Rhode Island School of Design
| 2013-2019

- Double major
- Apparel Design Undergrad
- Illustration Undergrad

Skills

- Storyboard Pro
- Toon Boom Harmony
- After Effects
- Clip Studio Paint
- Photoshop
- Blender
- Illustration
- Tailoring
- Public Speaking
- Organization
- Time management
- Proactive
- Movie analysis

Experience

STUDIO GIGGEX | Animation Generalist | 2025 Dec- now

- Working closely with the director, Jing provided comprehensive support for an up and coming indie project. Her responsibility includes character animation, key animation, inbetween, coloring, background painting, compositing, and program technical assistant.
- Jing established the daily deliverable system that helped the project keeping on track time wise. Asks for, and incorporates feedback and revision in a timely manner.

RAYKA STUDIO | Junior character designer | 2023 Jun-Sept

- Assisted the head designer in creating monster designs for the critically-acclaimed indie game Yaoling Mystic Journey. Colored and rendered a large amount of monster designs as well as separate layers to assist Spine animation.
- Established clear communication with both the head designer as well as the animator to ensure that the animation pipeline proceeds smoothly.

LAIKA ANIMATION STUDIO | Puppet Textile Fabricator | 2019
July-2020 July

- Worked on Film #5 with head costume designer Deborah Cook to create costume fabric that brought her 2D concept art to life.
- Created textiles that were visually 1:1 to the original concept art, while also meeting all the demanding properties of a puppet costume.
- Conducted research, learning, and experimentations with fabric in order meet the quality demands.
- Created meticulous documentation of research and experimentation material for use in the fashion department.

Alexander Wang | Designer Assistant | 2016 Jun-Sept

- Assisted in creating the 2017 Alexander Wang Spring collection, including research, material gathering, draping, sewing, drawing flats, dyeing fabric, making mood board etc.

Personal projects

Freelance Music Video Producer | 2016-2021

- Created various music videos and illustrations for original song via commission.
- Accommodated client needs including adapting to existing styles, create world building, facilitated communication, and worked within different budget constraints.

ACCD Video Game Club | Club leader | 2021-2024

- Managed a product-oriented student club that aimed to create 1 finished video game each semester.
- Facilitated collaboration and communication between students from various majors and honed skills such as: production design, event organization, merch design.
- Ensured deadlines were met, and team members were happy and productive.