

# CHEN QIAN (Bea)

Cinematic Layout Artist / Storyboard Artist / Narrative Designer

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## EDUCATION

### BACHELOR OF SCIENCE, ENTERTAINMENT DESIGN - ANIMATION TRACK

*ArtCenter College of Design*

Pasadena, CA, United States

Fall 2020 - Present

### SUMMER FILM ACADEMY - FILM PRODUCTION

*Chapman Dodge College of Film and Media Arts*

Orange, CA, United States

Summer 2018 JUN-JUL

## WORK EXPERIENCE

### NARRATIVE DESIGNER Intern 03/2024 - present

*Digital Nomad Entertainment* - Los Angeles

-Worked on an unannounced AAA sci-fi game as a narrative designer.

### CINEMATIC MEDIA ARTIST intern 05/2023 - 09/2023

*Turn 10 Studios, Microsoft Xbox* - Redmond, WA

-Worked on the official launch trailer and open cinematic of Forza Motorsport.

### TEACHING ASSISTANT 01/2023 - 05/2023

*ArtCenter College of Design* - Pasadena, CA

- Teaching assistant for course Previz 1 (taught by Terry Moews), Storyboard 1 (taught by Alan Wan).

### EXECUTIVE STORYBOARD ARTIST 06/2022 - 08/2022

*You Hu Culture* - Remote, based in China

- Create storyboards for an unreleased 2D animated series.

### PROP CREW SUPERVISOR 01/2023 - 05/2023

*ArtCenter College of Design* - Pasadena, CA, United States

- Supervise the prop and studio equipment setup needs of faculty who teach in painting and drawing studio classrooms.

## PROJECT EXPERIENCE

### 3D Animation Short Film: "Tall Wall" 2023

*ArtCenter College of Design*

- Director and storyboard artist for this project, also worked in modeling, texture, rigging, layout, editing.

### Forza Motorsport 2023

*Turn 10 Studios, Microsoft*

- Worked as a cinematic media artist, creating photorealistic shots within ForzaTech Engine. Used After Effect to create the text animations and motion graphics of the trailer.

### 3D Animation Short Film: "Midnight Shift" 2022

*ArtCenter College of Design*

- Worked as a layout artist.

### 2D Animation TV project: "Safe Ninos" 2022

*ArtCenter Designmatters & Coaniquem Chile*

- Early preproduction pitch of a TV series about child burn prevention. Corporated with Coaniquem and Punkrobot Studio in Chile.  
- Worked as a storyboard artist and animator for the development of the first episode.

## SKILLS

Mandarin (Native)

English (Bilingual proficiency)

Autodesk Maya (CG Animation, modeling, rigging)

Adobe Photoshop

Edius

Adobe After Effects

DaVinci Resolve

Adobe Premiere Pro

Toonboom Storyboard Pro

Adobe Audition

Toonboom Harmony

Adobe Substance Painter

3ds Max

Blender

Clip Studio Paint

Unreal Engine

Zbrush

## AWARDS / RECOGNITION

Top Score in the World in Cambridge AS Level

Digital Media and Design 2019

Provost List in ArtCenter College of Design 2020,  
2023

ArtCenter Scholarship 2022 - present