SY SUO

Sy Suo
索源

Multimedia Artist
Game Designer
Themed Entertainment Design

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EDUCATION

2017 - 2018
Chicago

School of the Art Institute of Chicago
Emphasis - Intermedia/Multimedia Arts.

2018 - 2021
Los Angeles

University of Southern California
Fine Arts (B.A.), Game Design (Minor).

WORK EXPERIENCE

2019 - 2020
Los Angeles
& Shanghai

Liquidators
Producer, Video & Graphic Design, Web Design.
A Survival Horror game with 96% good reviews on Steam. I was in charge of project coordination, working on all videos such as trailers & in-game videos, most of the graphic content, and the website.

2020 July-Oct
Shanghai

Coconut Island Games:
Rolling Pictures of Jiangnan Landscape
Intern: Level Design
A popular Chinese mobile game. GooglePlay Asia's 2020 Best Indie Game. My task is to individually work on Suzhou's first adventure mission, as well as enhance previous adventure maps.

2021 Jan-Apr
Shanghai

BANK/Mabsociety Gallery
Intern: Video and Graphic Designer
Shooting and editing videos, designing graphic materials, translating, assisting colleagues with technical support, helping documenting art works, helping with: installation, gallery opening, and event hosting.

2021 June-Nov
Shanghai

Shanghai Disney Resort:
TRON Lightcycle Power Run
Attraction Operator
Performing tasks such as managing guest flow, operating the attraction ride, running daily opening/closing checks, dealing with emergency situations (such as evacuations).

SKILL

2D: Photoshop, Premiere Pro, After Effects, Illustrator, InDesign.
Digital Media: Digital Photography, Cinematography,
Fine Arts: Installation, Video Art, Sound, Woodwork, Scents.
Coordination: Google Drive, Microsoft Office Suite.
Music Production: FL Studio.
3D: Unity, UE4, Maya, Blender.
Web Design: HTML, Wix, Squarespace, Weebly, Processing.
Languages: Bilingual fluency in English & Chinese (and some dialects).
Culinary: Chinese and Italian.