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Based in New York
Open to relocate!

EDUCATION

PRATT INSTITUTE

Communications Design,
Bachelor of Fine Arts
Awarded Pratt Institute President's
List from 2021 to now
(GPA 3.91)
2021 - 2025

CREATING CINEMATIC ENVI- RONMENTS IN UES

Vertex School
2025

MODULE OF BIG DATA, YS DIGI- TAL CONTENT CREATOR 2.0

Youth Square
2021

SOFTWARES

**ADOBE CREATIVE SUITE:
PHOTOSHOP, INDESIGN,
ILLUSTRATOR, VIDEO EDITING
TOOLS, ETC.**

**Autodesk Maya, ZBrush,
Blender 3D, Nuke,
Unity, Unreal Engine**

LANGUAGES

Cantonese - Native

Mandarin - Fluent

MEMBERSHIP

Women in Animation (WIA)

Asians in Animation (AIA)

Jade Law

Environment Artist

PROJECT

PRODUCTION DESIGN - SET DESIGN FOR TV SHOWS

Designed five unique sets for TV shows, including The Twilight Zone and The Prisoner. Developed detailed production designs, including concept art, layout planning, and 3D set models. Focused on creating immersive storytelling environments that align with the themes and aesthetics of each show.

VR GAME DEVELOPMENT- LION TEA ROOM

Developing a short VR game built in Unity, designed to be experienced on Meta Quest. Focuses on an interactive dreamscape, immersing players in surreal environments that shift dynamically based on their actions. Experimenting with lighting, spatial design, and narrative elements to enhance player engagement.

WORLD BUILDING PROJECT - SERAPH

Created a futuristic world called Seraph, set in the 2150s, featuring a floating country in the sky. Conducted research on how things could survive in a sky-based environment. Designed various architectural structures, including residential homes, botanic zoo, and the town hall, ensuring functionality within the floating ecosystem. Modeled and textured 3D assets using Blender, focusing on environmental design, structures, and world aesthetics.

EXPERIENCE

PEER LEADER, COMMUNICATION AND MARKETING

Center of Equity and Inclusion, Pratt Institute - Present
Responsible for managing and promoting the image, message, and brand of the Center for Equity and Inclusion. Develop and implement marketing strategies as well as manage the branding.

HK ILLUSTRATION AND CREATIVE SHOW EXHIBITOR

HKICS -2023

Created various products like clothings, postcards, and jewellery based on my illustrations and design. Displayed my most recent art works and met a lot of artists from Asia.

GRAPHIC DESIGNER (PART-TIME)

TROOPS -2023

Created graphics for promotion, mobile application, and website, that helped the launching of the new projects. Developed the icons for UX/UI design. Created content for social media.

SOCIAL MEDIA MANAGER

VoyArt -2022

The MaD Incubator is a social innovation incubation scheme.

Initiated and led a project to promote arts to 100+ low-income families in Hong Kong by recruiting and coordinating 50+ performers.

Designed brand characters and managed social media account, achieving 100+ increase in followers and Facebook group members on the first month.