JAMIE FU
VISUAL STORY DEVELOPER

JAMIEFU.COM

CONTACT

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EDUCATION

Pratt Institute
Brooklyn, NY 2024-Present
MFA in Communication Design

Rhode Island School of Design
Providence, RI 2020-2024
BFA in Illustration

Art Center College of Design
Pasadena, CA 2016-2018
Art Center for teen's Program

SKILLS

Languages
- English
- Chinese
- Japanese
- French

Expertise
- Concept Design
- Illustrations
- Comics
- Marketing and Branding
- Graphic Design
- Figure and Anatomy
- 3D Modleing and Texturing

Traditional Mediums
- Colored Pencil
- Charcoal
- Pastels
- Oil Painting

2D Softwares
- Adobe Photoshop
- Adobe After Effects
- Adobe Illustrator
- Procreate
- Figma

3D Softwares
- Adobe Substance 3D Painter
- Zbrush
- Maya
- Blender
- Unreal

SUMMARY

I studied Communication Desgin at Pratt Institute , with 8 years in art, focusing on Illustration and storytelling. Skilled in multiple languages, I've managed various projects, aiming for a career in visual communication and art education.

EXPERIENCES

WEB DESIGNER   2024-PRESENT
Vizard.ai
Participated in developing the prototype of a website and skillfully used Figma based on the prototype to create the website's frontend visual design. Additionally, I designed promotional posters for the homepage of the official website and extra designs for Instagram posts.

CINTIQ LAB MONITOR.   2023-2024
RISD Student Employment
The Cintiq Monitor has trained me to proficiently use various computer software, enabling me to more appropriately manage school property under different circumstances, while also assisting classmates with potential technical issues. This has helped in honing my proficiency with computer hardware and software.

GRADUATE ASSISTANCE   2024-PRESENT
Pratt Engineering
Responsible for overseeing and operating school technology assets, including computers, projectors, and printers, and addressing various technical issues presented by students. Proficient in operating, maintaining, and servicing a wide range of printers and related software, including Laser Cut, Roland, HP Design, and Cannon Pro. Additionally, manages and allocates student workers to efficiently complete various printing tasks.

GRAPHIC DESIGN AND ILLUSTRATION INTERNSHIP   2024 SUMMER
Ergomotion Inc.
I assisted in completing the product renderings for the exhibition and the official website, and also redesigned the product diagrams. In collaboration with the Marketing department, I worked closely with team members on advertising graphic design, renderings, and branding support. This experience provided me with valuable insights into the workflow and enhanced my ability to collaborate effectively with professionals in the industry.

STUDIO EXPERIENCES

GRAPHIC NOVEL   SPRING 2023
Studied comic creation and artistic techniques, covering the entire process from sketching to publishing. The course enhanced my drawing and storytelling abilities through adapting scripts and crafting stories, culminating in the production of a comic project proposal.

WORLDSMITH   SPRING 2023
Learned to create a fictional universe for use in graphic novels, games, animations, films, and stage designs. This included making a detailed guide covering the story's setting, like its geography, history, and culture, and developing a consistent, convincing world for my creative projects.

BEAUTIFUL CORNER   FALL 2024
Experienced the basic workflow of professional 3D modeling, including sculpting with Zbrush, texturing and coloring with Substance 3D Painter, and rendering with Blender.