

# Han Ning Damon Chen



## EDUCATION

### New York University (MPS)

Tisch School of the Arts  
2023 - 2025 | New York, NY, US  
Interactive Telecommunications Program  
Thesis: *I Kneel, therefore Compute*

### New York University (BFA)

Tisch School of the Arts  
2018 - 2022 | New York, NY, US  
Interactive Media Arts  
Thesis: *Synthetic Dystopia*

### The Cooper Union

The Irwin S. Chanin School of Architecture  
Summer 2019 | New York, NY, US  
Introduction to Architecture  
Thesis: *Reverberation of Land*

## SKILLS

Spatial & Installation Design  
Physical & Digital Fabrication  
Digital & Interactive Media  
Physical Computing  
Industrial Design  
Graphic Design  
Machine Learning & Generative AI  
UX Research and UI Design

## TOOLS

Adobe Creative Suites, Figma,  
MadMapper, Unreal Engine, Cinema 4D,  
Blender, Fusion 360, Substance Painter,  
Zbrush, Marvelous Designer, DAZ Studio,  
ComfyUI, SDA1111, DeepFaceLab/Live,  
Arduino, Raspberry Pi, Processing,  
OpenFrameworks, JavaScript, HTML, CSS

US: 917-881-6324  
CN: 152-0178-7558  
hnc247@nyu.edu  
damonchen0507@gmail.com  
<https://damonniernier.webflow.io/>

## EXPERIENCE

### Co-Founder, Art Director, Visual Artist | Studio N

Sept 2021 - Present | New York, NY, US

- Curated a portfolio of multimedia projects—integrating 3D autostereoscopic video, photography, packaging design, and interactive visuals—for clients including China Resources Land, Charoen Pokphand Group, and Vibe Music Entertainment.
- Collaborated with a six-member interdisciplinary team across photography, video, branding, graphic design, machine-learning art, and mixed reality.
- Supervised end-to-end production and defined visual direction for commissions.
- Managed business development functions, including finance, operations, and marketing.
- Expanded and maintained a network of student artists, commercial clients, and industry partners.

### Intern, UI & Brand Designer | Siuvo Inc.

Aug 2022 - May 2023 | New York, NY, US

- Liaised with stakeholders, product owners, and the management team to refine brand direction.
- Visualized creative design systems and user-centered interfaces with designers, engineers, and developers to ensure thoughtful and coherent user experiences.
- Proposed and implemented scalable solutions to issues identified through user research by incorporating feedback into each iteration of work.

### Project Intern, Concept & 3D Artist | Prismo Studio

July 2021 - Sept 2021 | Shanghai, China

- Contributed to the production of an educational STEM simulation game by assisting the creative director and senior artists in developing concept art and defining the game's visual style.
- Contributed in meetings with clients and industry experts, and coordinate with colleagues in the art department on requirements and feedback.

## COMMISSIONS

### Art Director | Rap of China Overseas Auditions, iQiyi

Oct 2023 - Mar 2024 | New York, NY, USA

- Directed stage visuals—including lighting design, video mapping, and talent staging—to realize creative concepts and adhere to live audition schedules.
- Developed promotional graphics and motion content in Blender, Unreal Engine, After Effects, and TouchDesigner, ensuring cohesive branding and engaging viewer experiences.

### Branding & Packaging Design: Arabita Café Series

#### Project Manager | Charoen Pokphand Group

Oct 2022 | New York, NY, USA

- Led a team of designers and illustrators to develop packaging for 10 distinct Arabita Café products, overseeing recruitment, scheduling, and quality control.
- Facilitated client workshops and regular check-ins to translate Arabita's brand vision into creative briefs, ensuring alignment between stakeholder needs and design deliverables.

### Music Visuals & Cover Design: Wuji

#### Designer & 3D Artist | Vibe Music Entertainment

Sept 2022 | New York, NY, USA

- Conceived and executed 3D cover art, promotional visuals, and AR filter—handling modeling, texturing, lighting, and graphic layout—while maintaining direct collaboration with the artist and label to refine aesthetic direction.
- Commissioned for Tony Yu's single "无忌 (Wuji)"; delivered assets across album cover, posters, and video teasers that garnered over 1 million reposts on Weibo, markedly boosting engagement and visibility.

### 3D Autostereoscopic Animation: Plastic Constraint

#### Designer & Lead Artist | China Resources Land (MIXC)

June 2022 | Haikou, China

- Conceptualized the narrative, then led the full 3D workflow—modeling, texturing, lighting, rendering, and post-production—in Cinema 4D with a supporting team.
- Commissioned by MIXC and showcased in "The Green Wave" exhibition curated by Coriolis, celebrating the opening of Haikou MIXC mall.