



JINNY CHEN

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Profile

My professional experience in 3D development involves scripting and technical documentation in CLO 3D, alongside past work with procedural asset generation in Houdini. I take initiative to investigate technical issues when they occur in asset creation. Working both independently and with a group, I apply a can-do attitude to prototype solutions such as automation scripts. Once a solution is tested, I document the findings and write clear, step-by-step instructions to assist the team's workflow.

Employment History

Digital 3D Developer at IKEA of Sweden, Älmhult Sweden

January 2025 - Present

- Developed an AI-assisted script in CLO 3D to automate 2D pattern naming, reducing technical CAD production time by 5% and eliminating manual errors.
- Authored comprehensive step-by-step documentation for the script's usage and thoroughly documented findings and challenges related to CLO 3D asset creation.
- Assisted capability leads with workflow strategy by identifying pipeline bottlenecks, prototyping technical solutions, and presenting documented findings to inform broader workflow decisions.

3D Artist at Industriromantik, Gothenburg Sweden

June 2024 - January 2025

- Supported an automated visualization pipeline by creating high-quality 3D assets and assisting in the development and optimization of procedural asset creation workflows in Houdini

Education

Computer Graphics Design-Product Visualising, YRGO, Gothenburg Sweden

September 2022 - June 2024

Portfolio

<https://jinnychen.com/>

Skills

Adobe:
Photoshop, Illustrator,
After Effects, Premiere,
InDesign

3D Software:
CLO 3D, Blender, Houdini,
Unreal Engine, Maya,
Substance Painter/Sampler/
Designer, Nuke, Fusion 360

Languages

Mandarin - native
English - fluent
Swedish - fluent