



# JINNY CHEN

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## Profile

I am a fast-learning, adaptable Digital 3D Developer who proactively researches and experiments with new technologies to improve workflows and inform strategic decisions.

I turn curiosity into practical solutions—developing automation, procedural methods, and optimized asset pipelines that increase efficiency and reduce risk.

Equally comfortable working independently or cross-functionally, I collaborate with engineering, design, and business stakeholders to solve technical challenges and drive continuous improvement.

## Employment History

### Digital 3D Developer at IKEA of Sweden, Älmhult Sweden

January 2025 - Present

- Automated 2D pattern naming system using CLO and scripts, reducing TCAD production time by 5%, eliminated human error, and ensured future scalability.
- Translate business and stakeholder needs into actionable technical tasks by defining optimal ways of working, and collaborating cross-functionally with engineering and marketing/communication teams in Home Furnishing Business.
- Influenced workflow and product strategy by identifying bottlenecks, proposing process improvements, and leading the technical execution of a pilot project for main product picture delivery - aligning software choices, workflow steps, and cross-team expectations.

### 3D Artist at Industriromantik, Gothenburg Sweden

June 2024 - January 2025

- Worked on home furniture digital visualization projects by creating 3D assets used as inputs for the automated production pipeline.
- Optimizing and developing the procedural workflows for asset creation 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