

JINNY CHEN

(Ying-Jung Chen)

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Profile

Digital 3D Developer bridging the gap between advanced 3D product visualization and scalable digital product development. Experience at IKEA of Sweden in rapid digital prototyping using CLO3D and Blender, evaluating future-state workflows, and aligning cross-functional teams (Design, HFB, and Suppliers). Focused on utilizing 3D expertise to streamline product communication and design exploration.

Professional Experience

IKEA of Sweden | Älmhult, Sweden

Digital 3D Developer | June 2025 – Present

Digital 3D Developer Consultant | January 2025 – June 2025

- Promoted from external consultant to permanent employee within the same team based on strong performance, cross-functional collaboration, and impact on 3D CAD creation workflows.
- Developed high-fidelity digital 3D prototypes using CLO3D and Blender, enabling design and range engineering teams to visualize or document products digitally.
- Created a successful proof-of-concept for a "TCAD to MPP" (Main Product Picture) workflow, demonstrating how to transition assets from CLO3D into Blender for photorealistic rendering.
- Demonstrated technical feasibility to Home Furnishing Business (HFB) stakeholders, proving that digital asset conversion is viable for specific product clusters.
- Conducted small-scale technical explorations and tested digital configurations, presenting functional prototypes to stakeholders to support the continuous development of 3D workflows.
- Developed a custom project tracking application to manage personal workflows and task delivery, demonstrating technical initiative and an iterative approach to project management

Industriromantik | Gothenburg, Sweden

3D Artist | June 2024 - January 2025

- Developed high-quality, render-ready 3D product assets with Houdini and Maya retopology, applying procedural thinking to create tools and optimize asset production workflows.
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Skills

3D & Visualization: CLO3D, Blender, Houdini, Maya, Unreal Engine, Substance Painter/Designer

Workflow & Automation: Houdini procedural workflows, CLO3D scripting, workflow documentation

Digital Product Learning: Three.js, basic computer science, AI-assisted prototyping, digital product management

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

Education

Computer Graphics Design-Product Visualising, YRGO, Gothenburg Sweden

September 2022 - June 2024

M.A. in Science - Horticulture, National Taiwan University, Taipei Taiwan

September 2015 - June 2017

B.A. in Science - Horticulture, National Chung Hsing University, Taichung Taiwan

September 2011 - June 2015

Language

Mandarin - native • English - fluent • Swedish - fluent