

JINNY CHEN

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Profile

Digital 3D Developer with experience connecting 3D production, digital product creation tools, and workflow improvement. I have contributed to proof-of-concept initiatives, supplier pilot preparation, and discussions around future ways of working. Through collaboration with engineering and stakeholder teams, I translate production needs into practical requirements, test digital workflows, and provide implementation feedback that supports process improvement and tool adoption. I bring hands-on product creation insight with a strategic mindset toward digital transformation and more efficient ways of working.

Professional Experience

IKEA of Sweden | Älmhult, Sweden

Digital 3D Developer | June 2025 – Present

Digital 3D Developer Consultant | January 2025 – June 2025

- Collaborated with design and range engineering teams to translate product concepts into rapid 3D prototypes using CLO3D and Blender, accelerating product validation and supporting earlier stakeholder decision-making.
- Spearheaded research and testing of a novel TCAD-to-MPP workflow, delivering a proof of concept that demonstrated a viable transition path for photorealistic rendering across selected product clusters.
- Drove continuous workflow improvement by exploring new technical approaches, testing functional prototypes, and presenting findings to help stakeholders evaluate feasibility and make informed decisions.
- Supported CLO software release readiness by conducting version and feature testing before wider rollout, documenting pass/fail assessments, filing tickets, and providing production-based feedback to software development teams.
- Led an asset-naming automation improvement by defining requirements, coordinating with engineering, testing the API enhancement, and confirming successful implementation.

Industriromantik | Gothenburg, Sweden

3D Artist | June 2024 - January 2025

- Optimized asset production pipelines by leveraging procedural problem-solving in Houdini and Maya, building custom tools that significantly streamlined rendering workflows.
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Skills

3D & Visualization: CLO3D, Blender, Houdini, Maya, Solidworks, Fusion 360, Unreal Engine

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

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