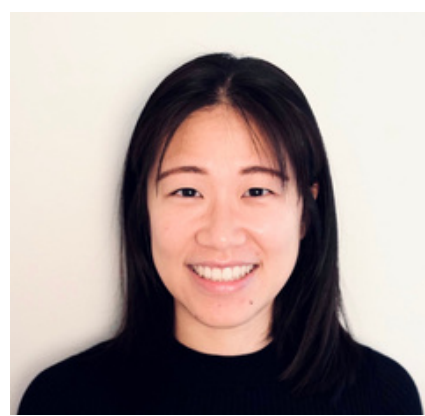




YING-JUNG CHEN

(Jinny Chen)

Portfolio: <https://jinnychen.com>

Varberg, Sweden

+46 721566987

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Profile

Digital 3D Developer has experience in supporting designer-led concept exploration, building 3D product models from mechanical CAD and product technical information, and creating render-ready visualization assets. Experienced in model quality checks, geometry management and procedural methods that keep assets usable for later visualization work. Curious and proactive, with experience improving 3D workflows through testing, user feedback and cross-functional collaboration.

Employment History

Digital 3D Developer at IKEA of Sweden, Älmhult Sweden

January 2025 - Present

- Developed CLO3D working methods for digitally representing textile construction techniques, such as, binding, seam types and other construction details.
- Created approximately 30 CLO3D Textile 3D CAD from 2D CAD and technical information, preserving construction details while keeping geometry manageable for documentation and visualization workflows.
- Initiated and coordinated an asset-naming automation improvement by defining requirements, organizing implementation and validating the final tool in CLO3D. The tool is available to at least 10 users and is estimated to reduce total CLO3D creation time by at least 5% for a representative product with about 100 sewing-pattern pieces.
- Supported designer-led concept exploration in live SolidWorks and Blender sessions by creating 3D parts, assemblies and prototypes. Selected models were used for 3D printing or prepared for supplier use after approval.
- Supported CLO3D release readiness by testing versions and features, documenting results and reporting workflow issues.
- Assessed CLO3D models for photorealistic media production and identified limitations in visual accuracy, including unrealistic wrinkles and lacking of expression.

3D Artist at Industriromantik, Gothenburg Sweden

June 2024 - January 2025

- Created render-ready product assets in Houdini and Maya using retopology and procedural modeling for the render automation workflow.
- Built a Houdini tool used by colleagues to correct the position of scanned models.
- Adapted one scanned headboard model to several sizes in Houdini and using Maya for retopology workflow.

Internship at Industriromantik, Gothenburg Sweden

September 2023 - May 2024

- Cleaned scan models in Houdini and created sofa collections by using Maya retopology workflow.
- Created outdoor wooden terrace floor generator by using blue print in Unreal Engine.
- Created Weld generator in Houdini for Volvo trucks project.

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Skills

Software

SolidWorks, Fusion 360, CLO3D, Blender, Houdini, Maya, Unreal Engine

Technical skills

Procedural modelling, workflow optimization, CAD part and assembly modelling, 3D production, geometry and polygon management, software and workflow testing, workflow and documentation

Education

Computer Graphics Design - Product Visualising, YRGO, Gothenburg Sweden

September 2022 - June 2024

Focus: digital product visualisation, 3D workflows, technical visualisation, and digital prototyping. Used Fusion 360 to learn CAD modelling and material assignment, preparing multi-part exports for further material work.

Master of Science in Horticulture, National Taiwan University, Taipei Taiwan

September 2015 - June 2017

Bachelor of Science in Horticulture, National Chung Hsing University, Taichung Taiwan

September 2011 - June 2015

Professional Development

CS50's Introduction to Computer Science, CS50 – 2024

Programming fundamentals, computational thinking, debugging, algorithms, software problem-solving

Digital Product Management: Modern Fundamentals, University of Virginia / Coursera – 2026

Product requirements, user needs, stakeholder alignment, validation, digital product development

Languages

Mandarin - native

English - fluent

Swedish - fluent