

Henry Chen

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SUMMARY

Multimedia producer and video editor with 5+ years of hands-on experience spanning long-form YouTube content, commercial product assets, game trailers, and live visual productions. Proficient across the full Adobe Suite with a strong eye for pacing, color, and motion graphics. Comfortable working independently under tight deadlines in fast-paced production environments.

EDUCATION

University of Texas at Austin B.S. Art and Entertainment Technologies, Game Development | GPA: 3.8 Aug 2021 – May 2025

SKILLS & SOFTWARE

Video & Post-Production: Adobe Premiere Pro, After Effects, DaVinci Resolve Studio — color grading, motion graphics, multi-source editing, trailer production

Visual Design: Adobe Photoshop, Blender, Maya, Substance Painter — compositing, graphic design, PBR texturing, web/print asset prep

Technical: Python, C#, Git, Unity 6 (URP), Unreal Engine 5

Languages: English, Mandarin Chinese

WORK EXPERIENCE

Video Editor and Creative Producer Jaden Wood YouTube 2023 – Present

- Produce and edit long-form video content end-to-end in Premiere Pro, After Effects, and DaVinci Resolve — editorial cut, color grading, motion graphics, and final delivery on a consistent publishing schedule
- Design animated title cards, lower-thirds, and branded graphic elements in After Effects to reinforce channel identity
- Manage the full production workflow independently: footage organization, asset archiving, and timely delivery

3D Assistant and Post-Production Intern Digital Wizards Studios Fall – Winter 2024

- Edited stop-motion YouTube content in Premiere Pro and After Effects, refining timing, pacing, and visual continuity to brand guidelines
- Produced hard-surface 3D assets in Blender for a commercial toy line; checked incoming assets from external collaborators for pipeline consistency
- Maintained and organized digital asset archives, ensuring materials were catalogued and delivery-ready for the team

Lead Animator and Developer Digital Wizards Studios Spring 2024 – Present

- Set up and maintained visual asset pipelines for a commercial educational iOS app in Unity 6, keeping assets consistent across active production releases
- Animated and rigged 3D characters and props with full polish passes; built Unity Editor batch tools to automate geometry and canvas updates across a large prefab library

Production Intern Blindlight LLC Fall 2024

- Coordinated scheduling and talent communications for AAA voice-over sessions with Bethesda and Activision across multiple simultaneous productions
- Tracked deliverables and maintained clear communication between internal teams and external talent to keep productions on schedule

AI Trainer Handshake AI April 2026 – Present

- Evaluate AI-generated creative and technical content for quality; author high-level prompts and identify failure modes to improve model output

SELECTED PROJECTS

Prisoner of Light | Official Trailer — Video Producer 2024 – Present

- Produced the official trailer in DaVinci Resolve Studio — editorial cut, color grading, sound mix, and motion graphics; full game playable at mega567835.itch.io/pol
- Animated and rigged all character and enemy models for the FPS arena shooter; delivered polish passes on movement arcs and combat interactions

Inside Out | Verge Aero Drone Show — Visual Developer 2023

- Produced large-scale projection visuals and a synchronized drone show — designed spline flight paths and timed animations to music for a live audience