ALISON JENG

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skills:

illustration
graphic design
interactive design
web design,
worldbuilding

game design
motion graphics
photography
typography
prototyping
3D modeling

programs:

Adobe CC
(Illustrator,
Photoshop,
InDesign, After
Effects, Premier
Pro, Lightroom)

Unity3D
Processing & p5.js
HTML & CSS
Sketch
Autodesk Maya
Cinema 4D

SENIOR PROJECT : *CROWDED PLACES*

Crowded Places is a 2D point-and click immersive experience in which the player navigates through a crowded space with the intention of going home. In order to weave through crowds the player must incorporate audio (loud noises or throat clears) to move on. Throughout the experience/game, the player has a limited energy level that depletes the longer the player remains in the crowded space. Random hideouts and hidden rooms are dispersed around the space for the player to discover and "recharge" mentally before moving on.

The goal of this game is to place players in a situation in which crowds appear to be overwhelming and exhausting. With the incorporation of audio input from the player, the game demonstrates the additional effort and energy required to be acknowledged and "exist" in a large, social situation. The search for hidden havens and hideouts is also intended to depict the satisfaction in finding spaces away from concentrated areas where the player can take time to breath and meditate.
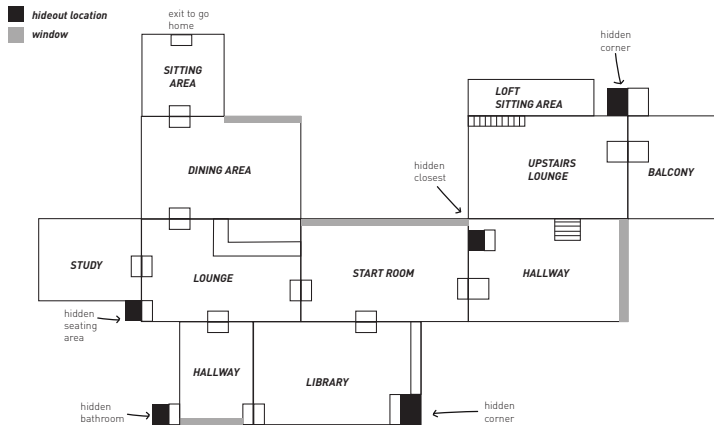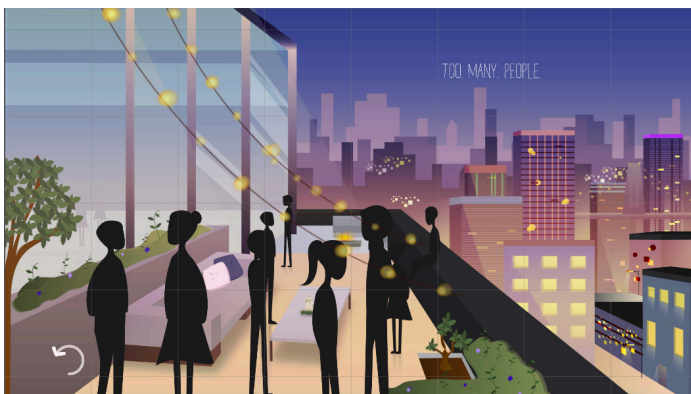

world outline
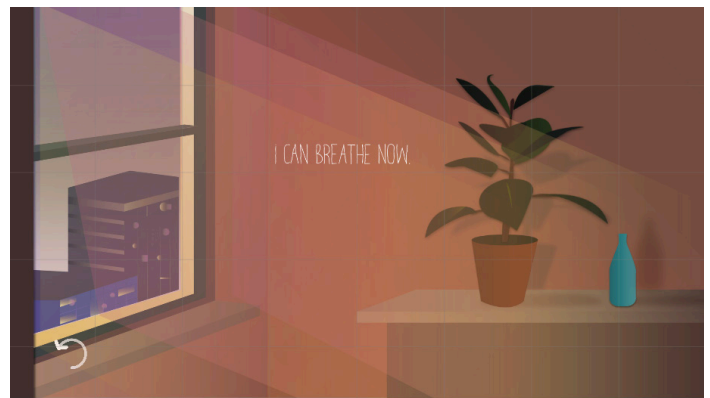
hideout example

crowded space example

space after crowd has been cleared
(due to sound made by player)

PREVIOUS WORK: *YOUR DESTINATION IS . . .*

Your Destination Is... is an immersive point-and-click "personality trait" quiz where players have the opportunity to explore a futuristic transportation center/airport and have their choices ultimately determine which fictional land they should travel to. Players can converse with other characters and interact with various objects (like menus, travel brochures, etc.) in the center, with each action and response being an indicator for what would be the dominant personality trait of the player. Once players have finished conversing with all characters and interacting with all objects, their optimal fictional land destination will be determined. There are four fictional lands/outcomes that the player could potentially go to, with each land based off of a specific set of personality traits. For example, one destination/quiz outcome is a city in the clouds, where players with that outcome tend to be value creativity, imagination, and spontaneity.

skills used:

Unity 2D
World building
Game development
Illustration
Animation

game screenshots
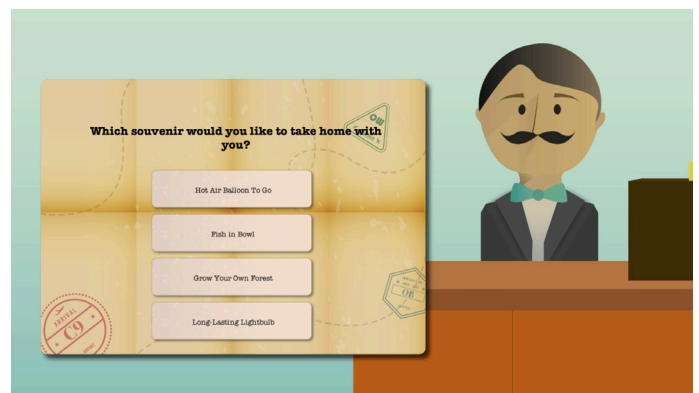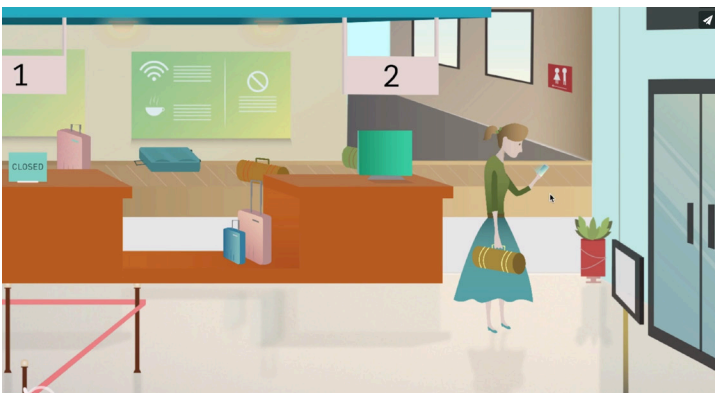
PREVIOUS WORK: *(a)chromatic world*

An immersive room installation projected onto three walls. The experience explores the juxtaposition between a world of black and white and a world of color.

As this was my first time attempting the daunting world of motion graphics, I decided to keep my concept simple and really focus on the impact of color, form, and movement. Thus, the video takes the viewer through a black and white version and a colored version of three different worlds: a landscape, a city, and a forest. In between the switch from black and white to color I incorporated an abstract tunnel transition that ultimately bursts into vibrant color.
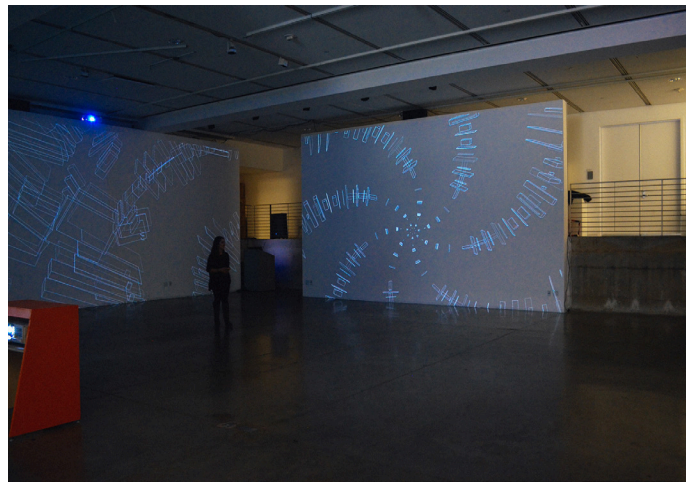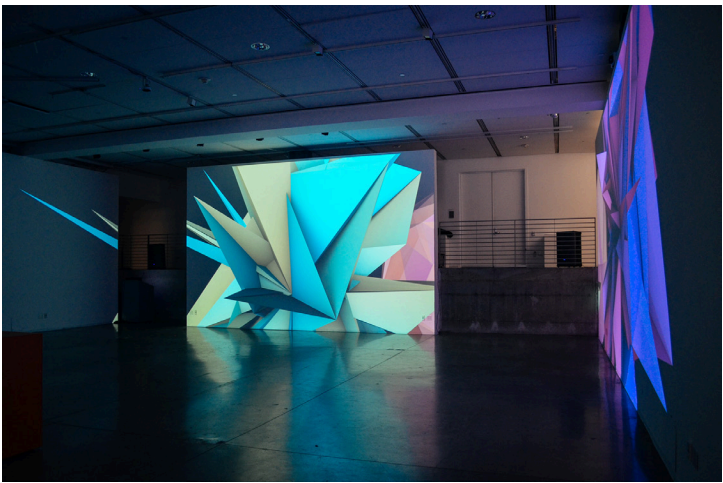
skills used:

After Effects
Cinema 4D
Motion graphics
3D modeling
Storyboarding
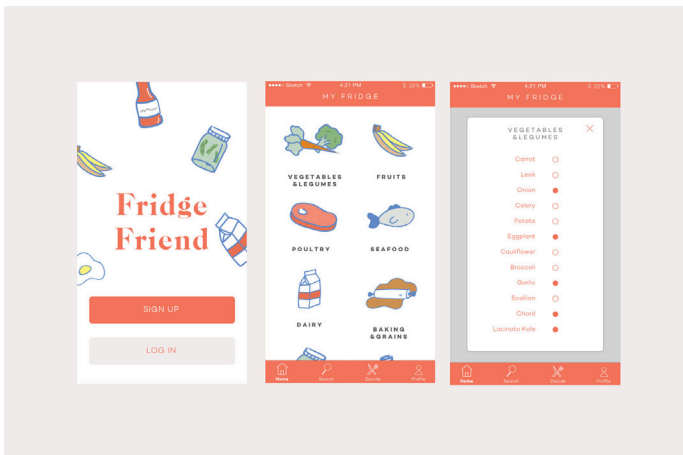
PREVIOUS WORK: *Fridge Friend*

Fridge Friend is a mobile app concept that allows users to check off ingredients already in their kitchen and generate recipes based on what is readily available. The app is tailored to meet the dietary preferences, time constraints, and other individual needs of each user.

Compared to other recipe apps on the market that are dense with information, Fridge Friend aims to minimize the time spent on both searching for recipes and deciding what recipes to make. Additionally, Fridge Friend offers a solution to frequent trips to the grocery store and prolonged food waste.
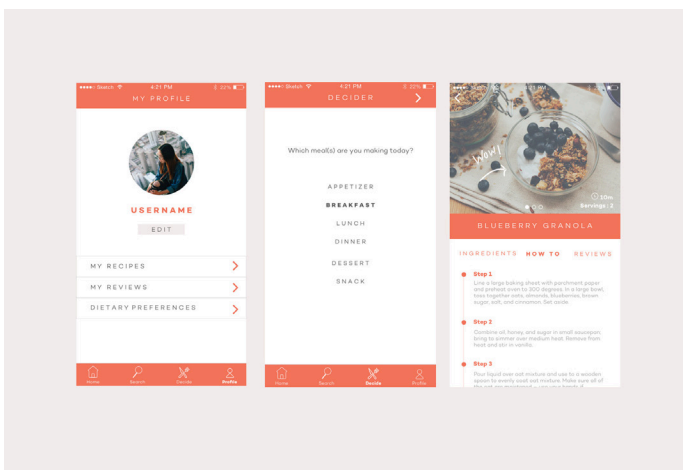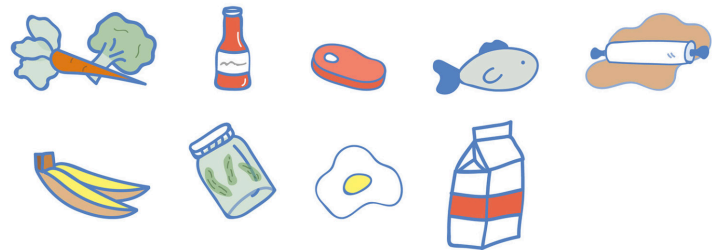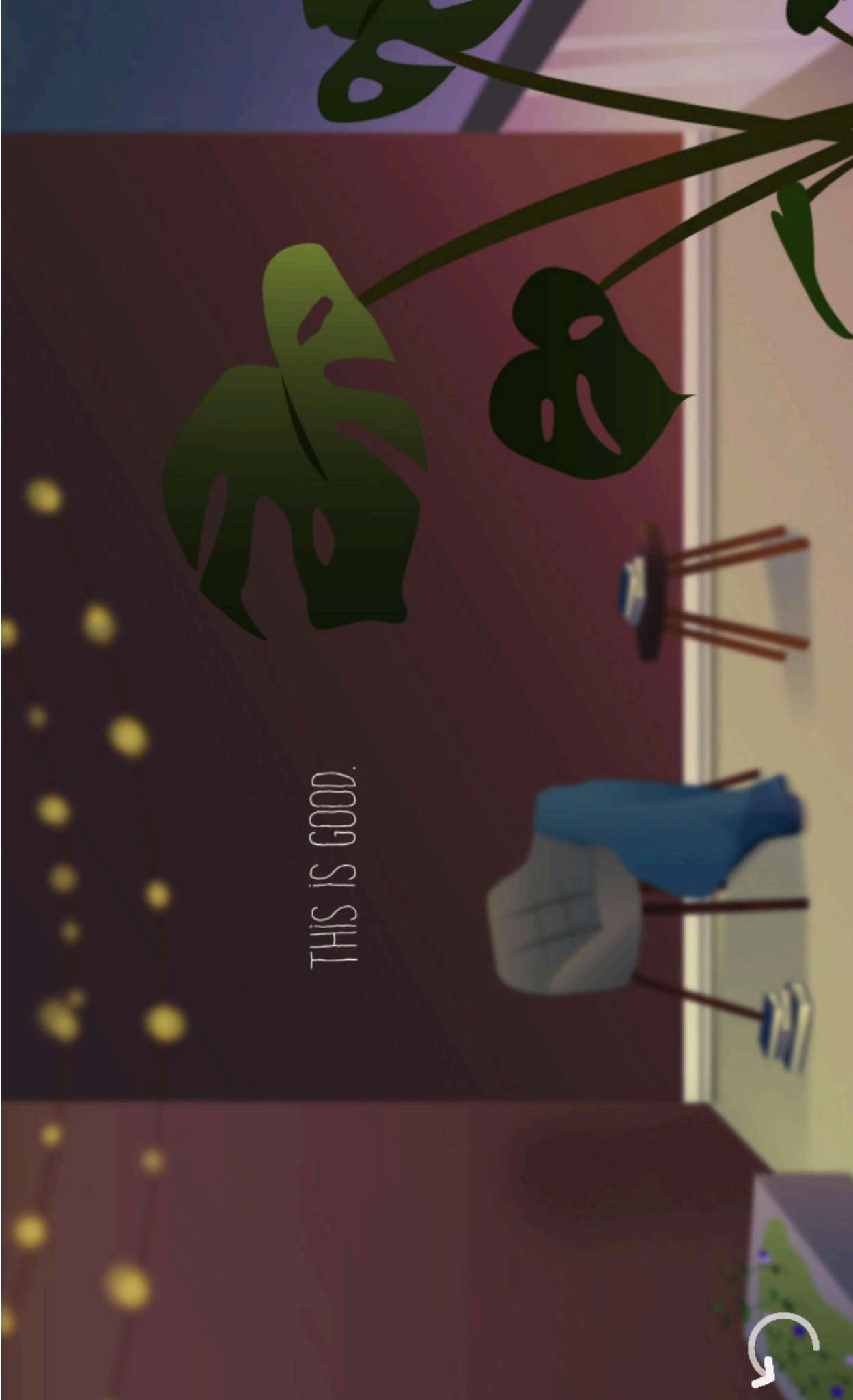
skills used:

Sketch
Illustrator
UI/UX design
Protoyping

high fidelity mockups

illustrations

THiS iS GOOD.