

2024

# JESSICA CHIU

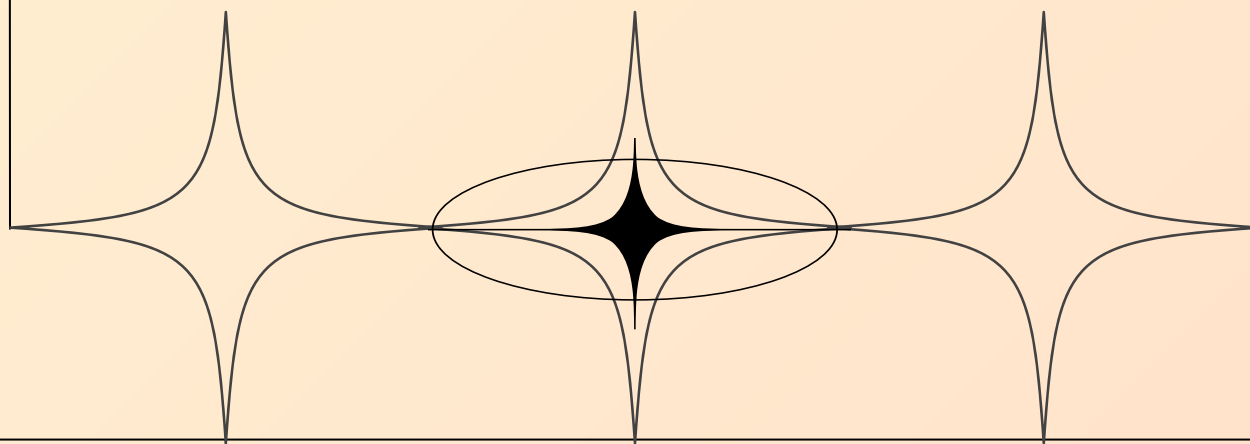
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Creative Portfolio – Illustrator & Designer

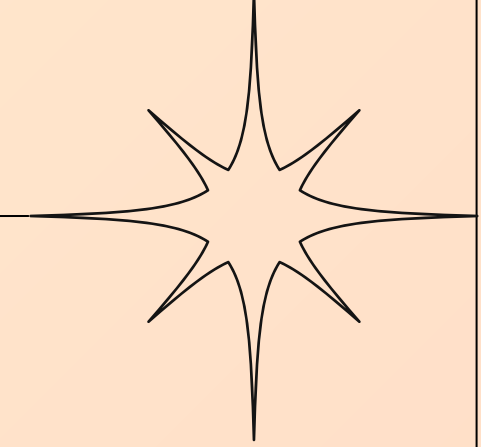
# ABOUT ME

My name is Jess (she/her) and I am a Vancouver-based illustrator, designer, and developer.

Looking to bring a diverse and balanced perspective to creative projects with my background in art, finance, and IT. I strive to craft inclusive and innovative designs and experiences.



# SKILLS



## ILLUSTRATION

### Digital Art

- Procreate
- Adobe Photoshop
- Adobe Illustrator

### Traditional Art

- Acrylic painting
- Stained glass paintings
- Sculpting – clay

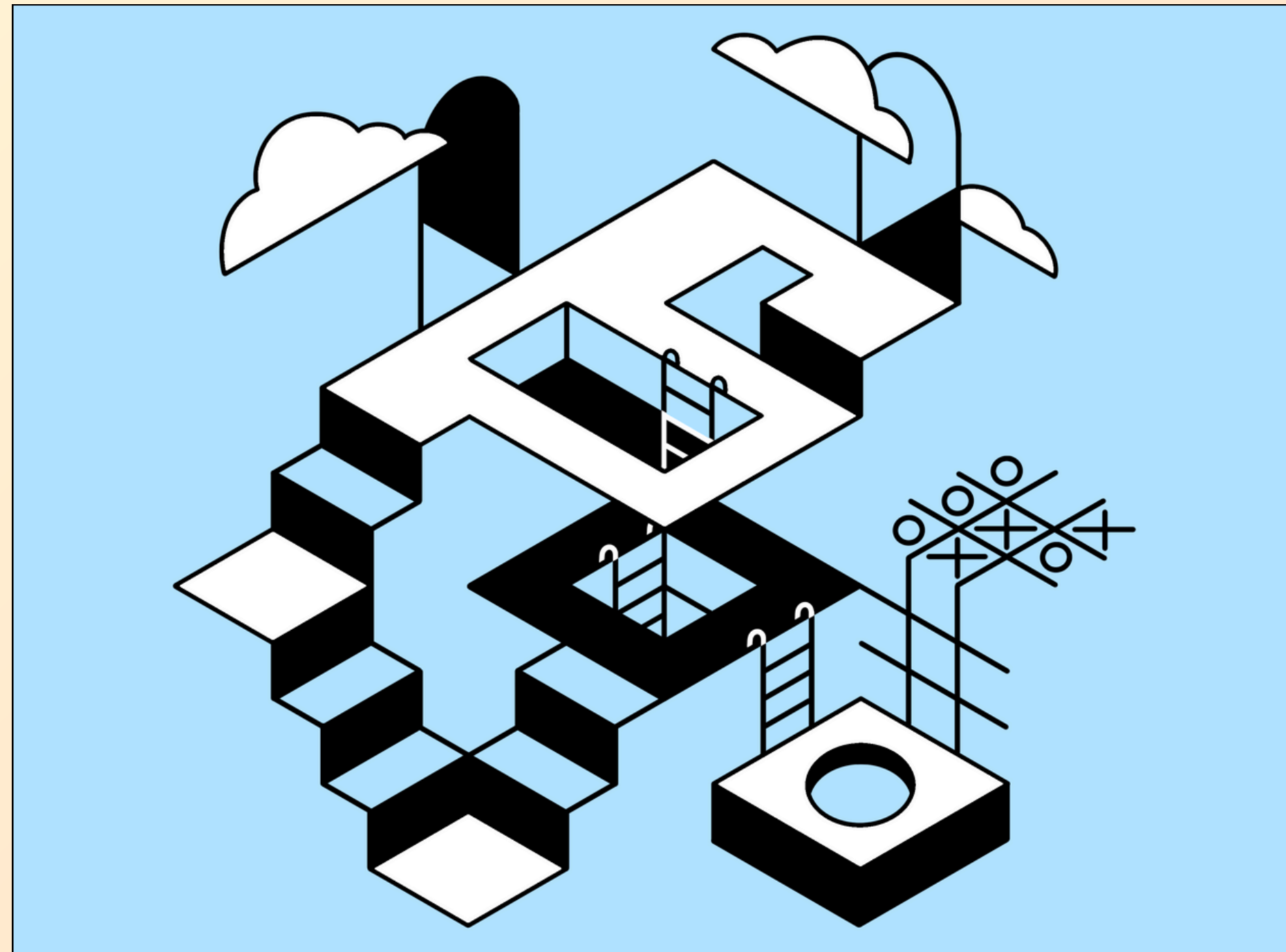
## DESIGN

- Wireframes
- Prototypes
- User personas
- Brand kits
- UX research
- UI component design
  
- Trello
- Figma

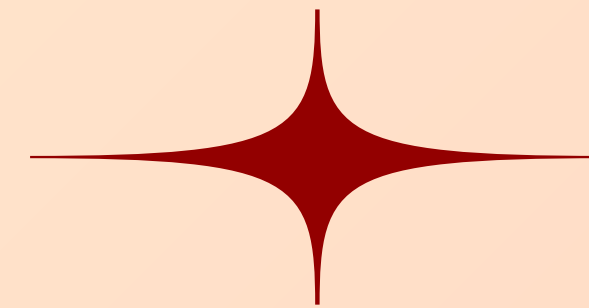
## DEVELOPMENT

- HTML
- CSS
- JavaScript
- React
- Next.js
- SASS
- Tailwind CSS
- Bootstrap
- jQuery
- Git + GitHub

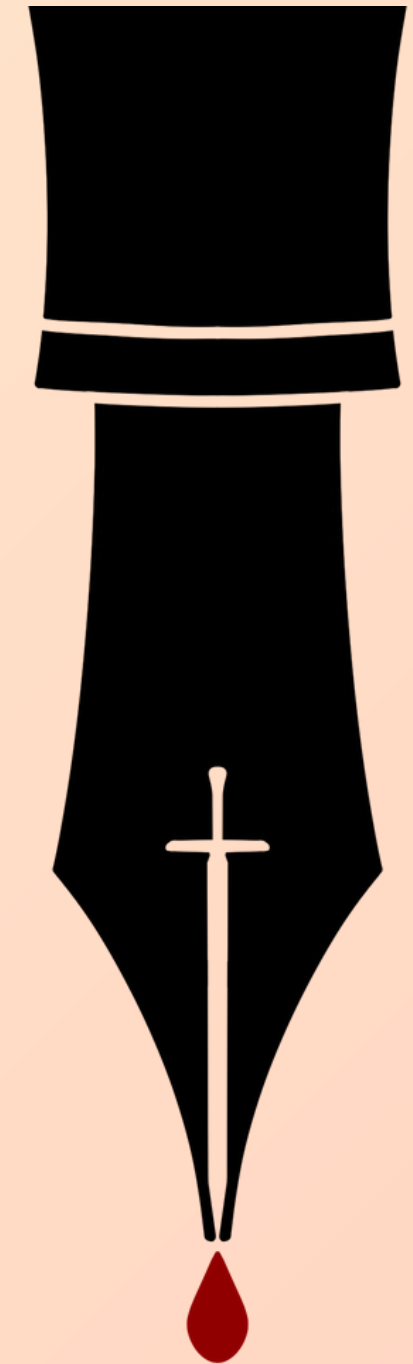
# FLAT VECTOR DESIGNS



**Left** - Layered architectural flat design with loose surrealist elements.



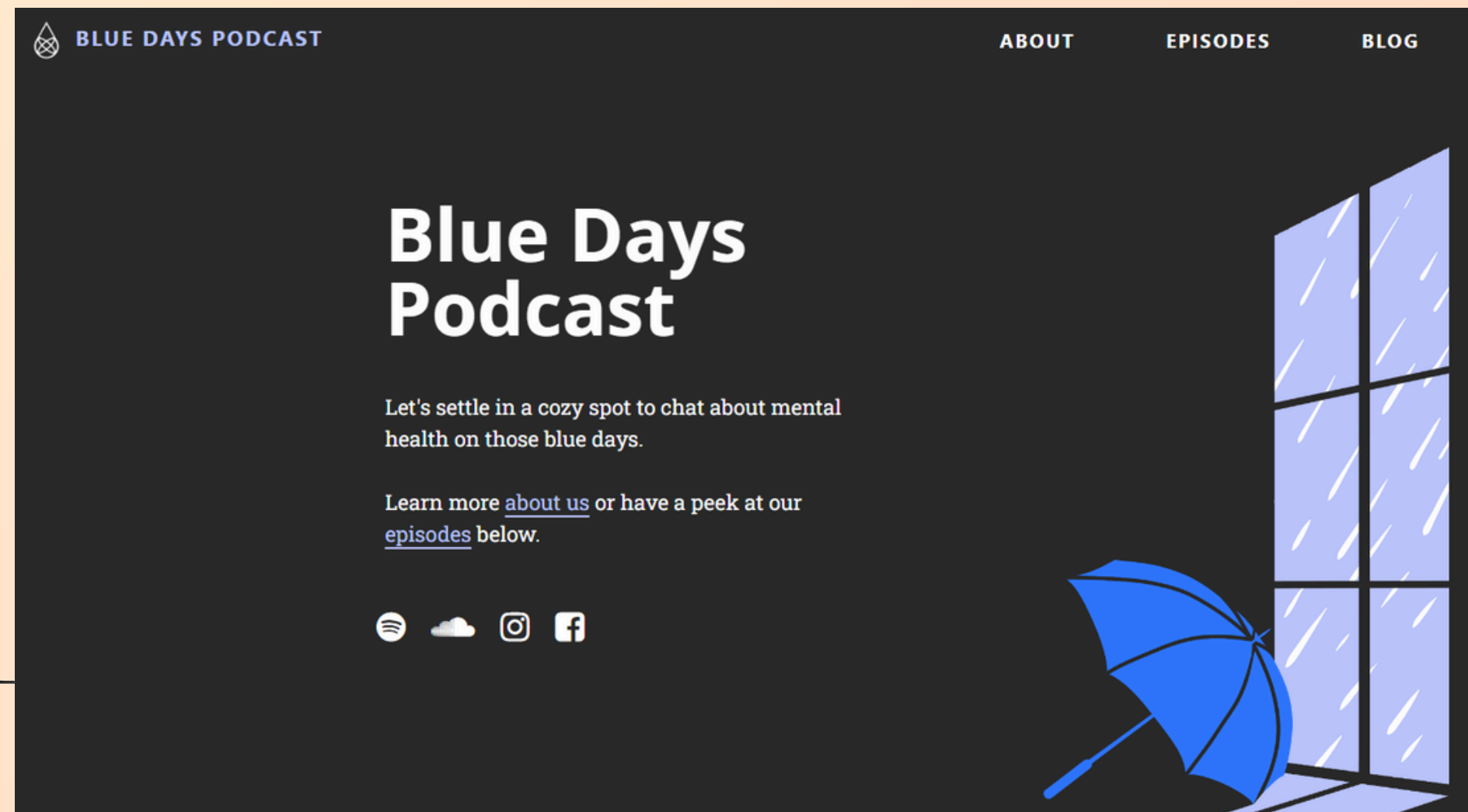
**Right** - Concept art of the expression "The pen is mightier than the sword".



# WEB DESIGN

Blue Days was created as a faux mental health podcast to design a moody, bold, and minimal landing page. Developed using HTML, CSS, JavaScript, Bootstrap, and jQuery. Original digital illustrations.

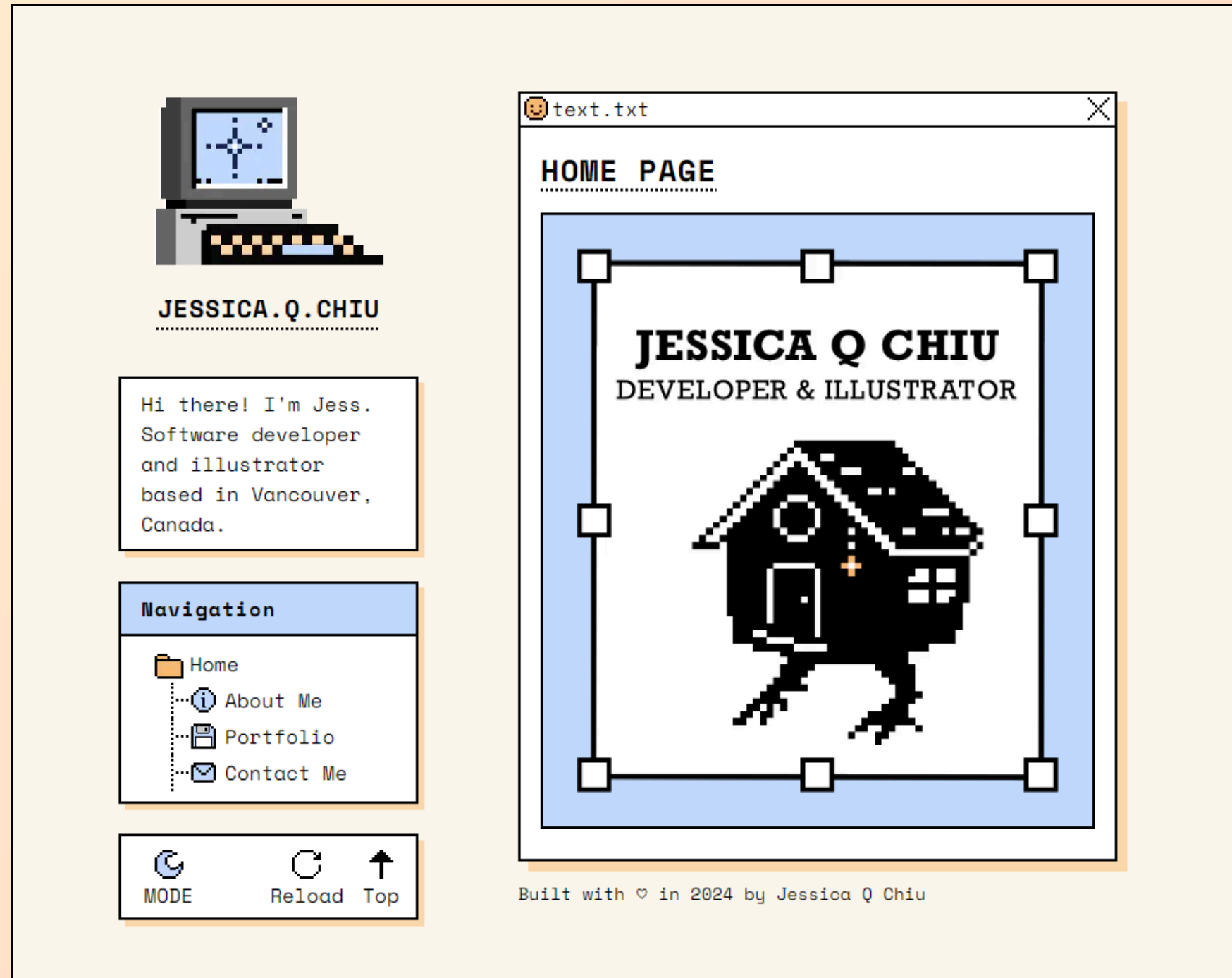
<https://blue-days.vercel.app/>



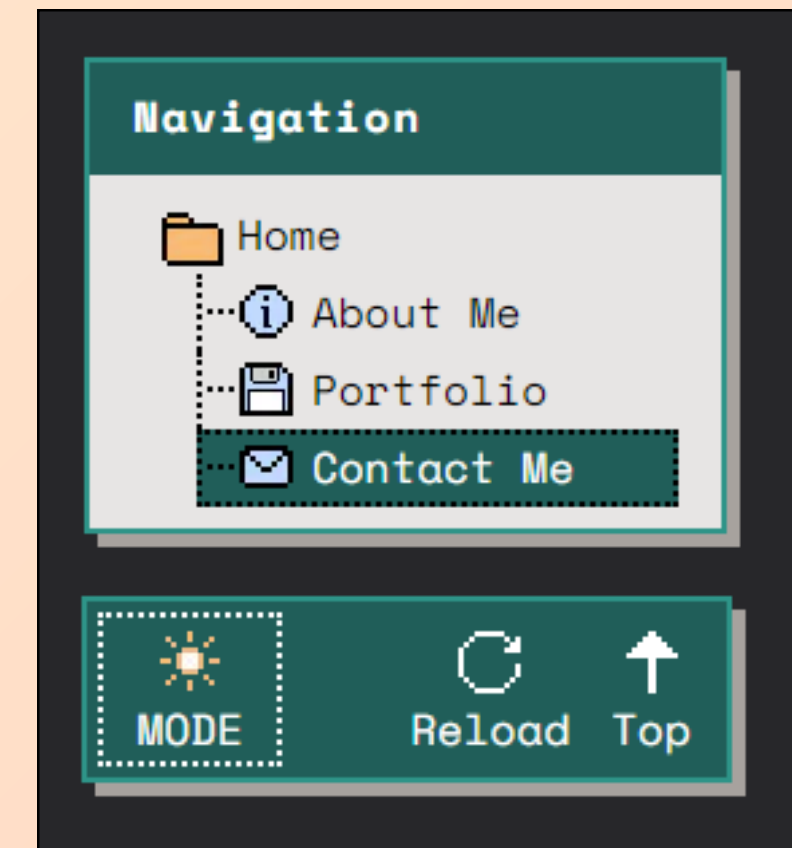
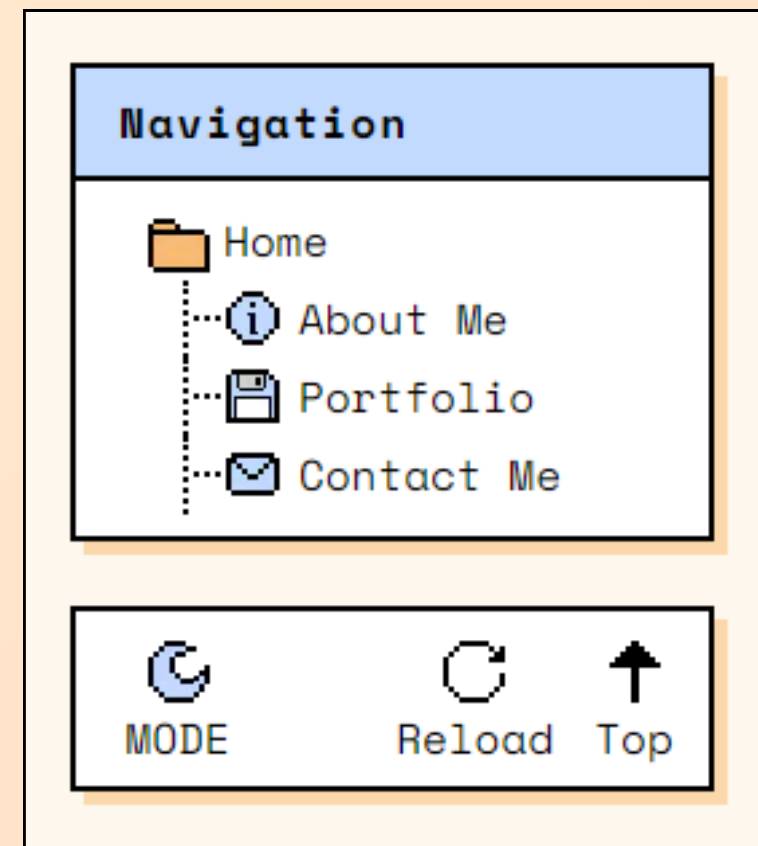
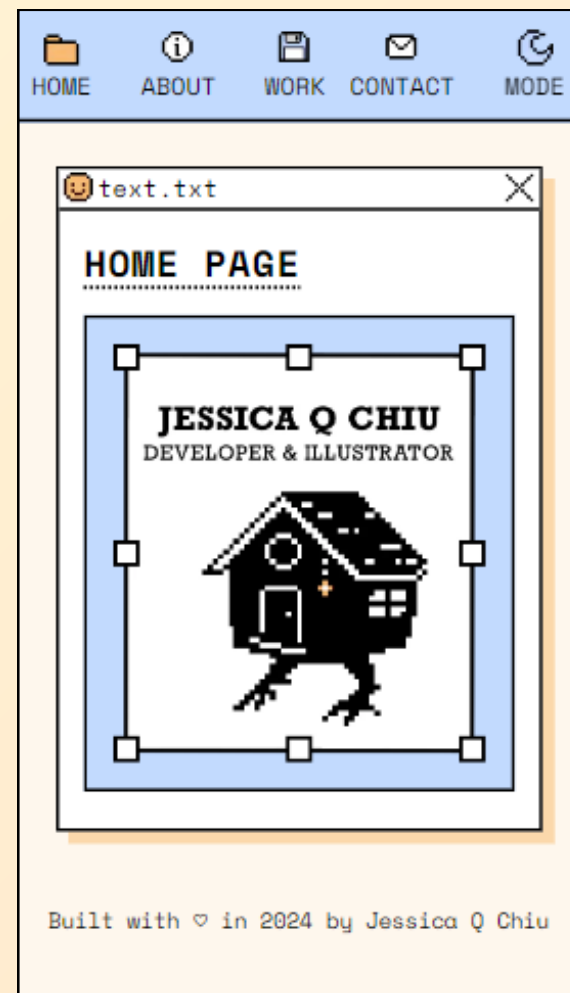
# WEB DESIGN & PIXEL ART

Personal portfolio website inspired by neubrutalism styles and the retro Microsoft Windows 98 UI interface. Developed using modern front-end technologies including React, Next.js, Tailwind CSS, and TypeScript. Implemented dark mode with custom original pixel art.

<https://jessicaqchiu.vercel.app/>



# UI COMPONENTS



Mobile view with custom components

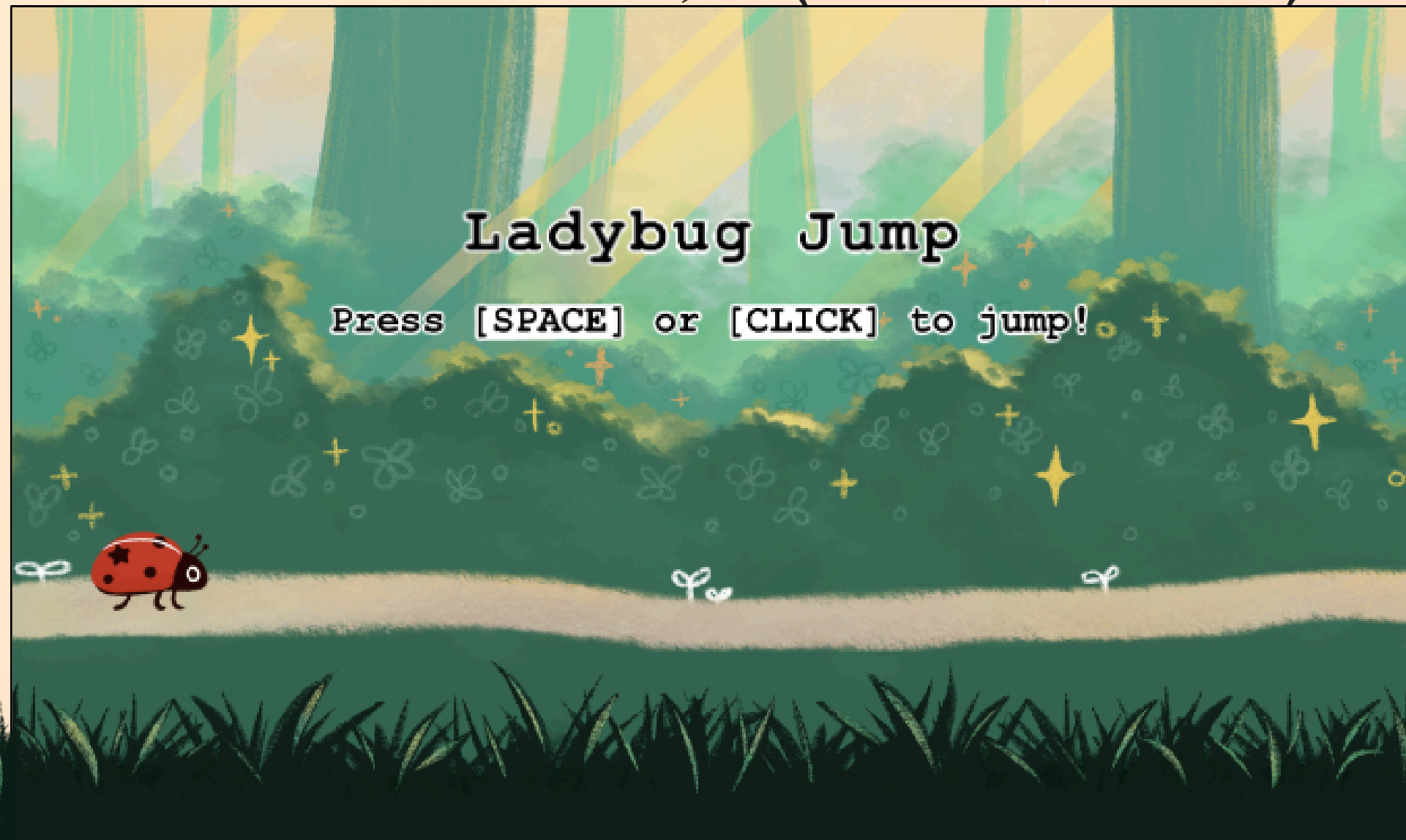
Navigation menu

Dark mode - interacted

# GAME DESIGN

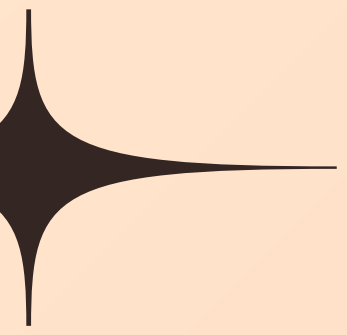
2D platformer. Developed using HTML, CSS, and JavaScript. Original digital illustrations in a whimsical storybook style.

<https://jessicaqchiu.github.io/ladybug-jumper-game/>



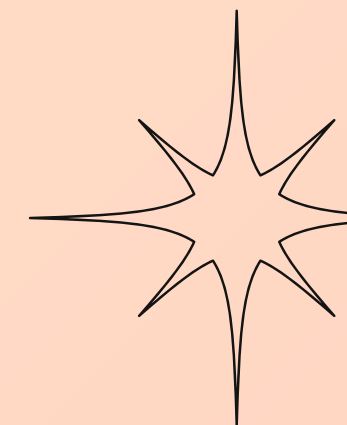


# ILLUSTRATIONS



**Left** – tulip study, original pastel and whimsical illustrations imitating a soft pastel style.

**Right** – blue morpho study, traditional ink brushstrokes with watercolours.



# STAINED GLASS DESIGN



Recreation of the bathhouse in the film 'Spirited Away'. Designed with bold lines and flat colours to be used as a stained glass pattern.

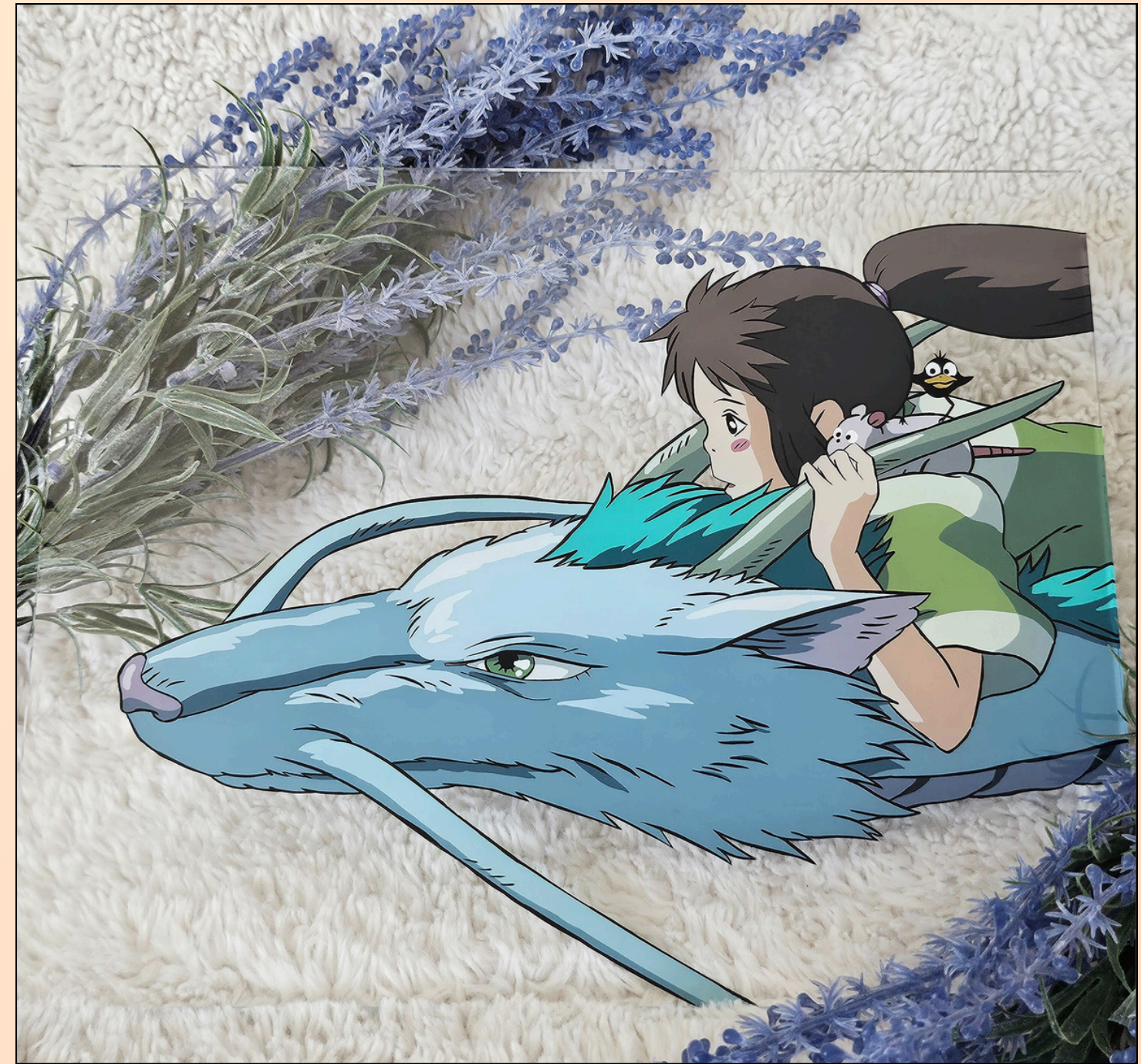
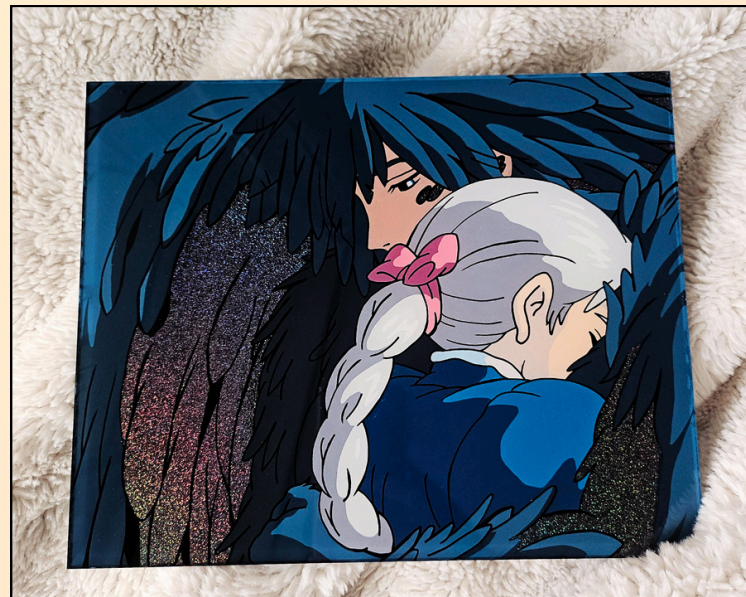


Practice in simplifying and stylising the original scene.

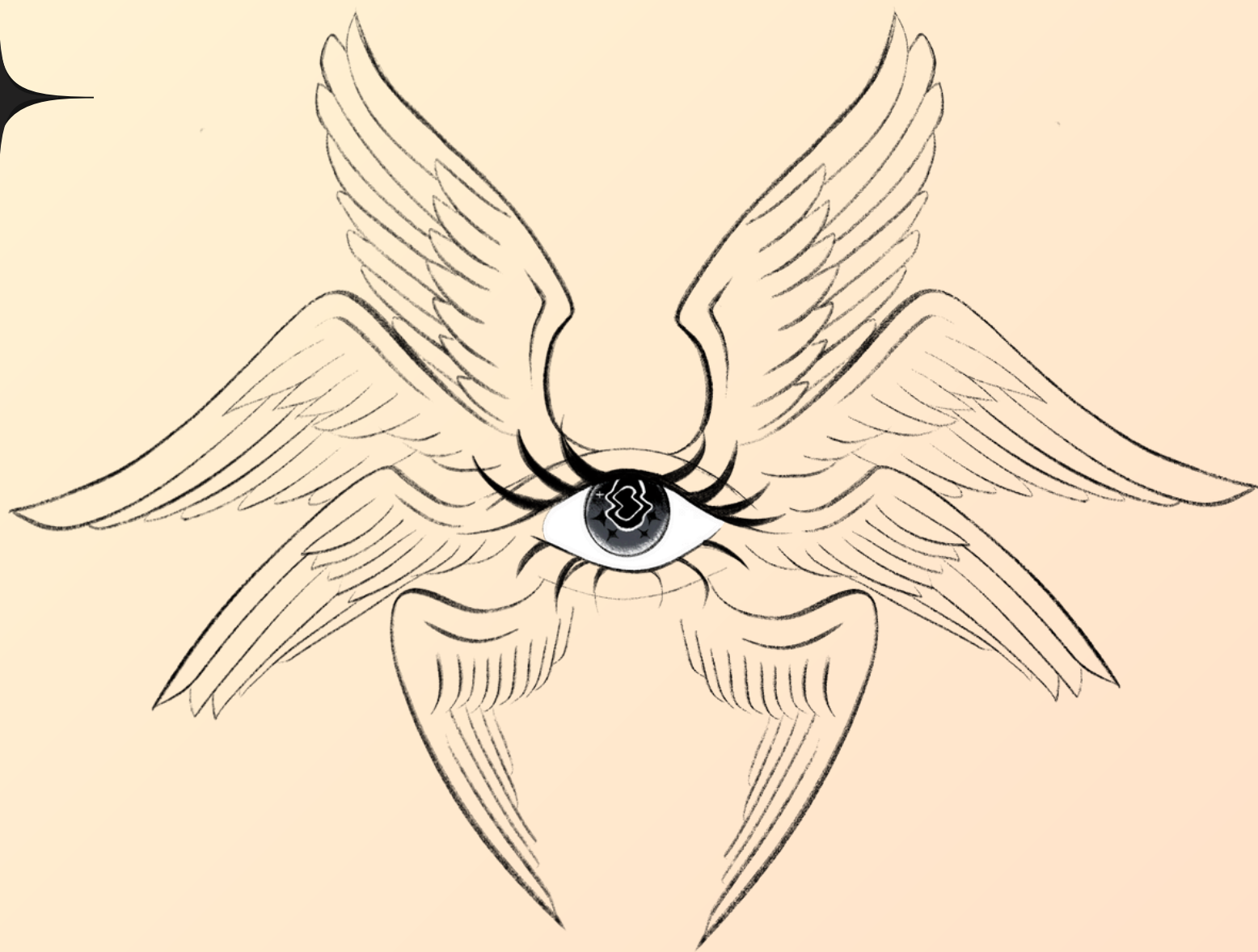
# TRADITIONAL ART

Reverse glass paintings — a medium with roots in traditional animation (cel painting).  
Acrylic paint on 8x10 inch Plexiglass.

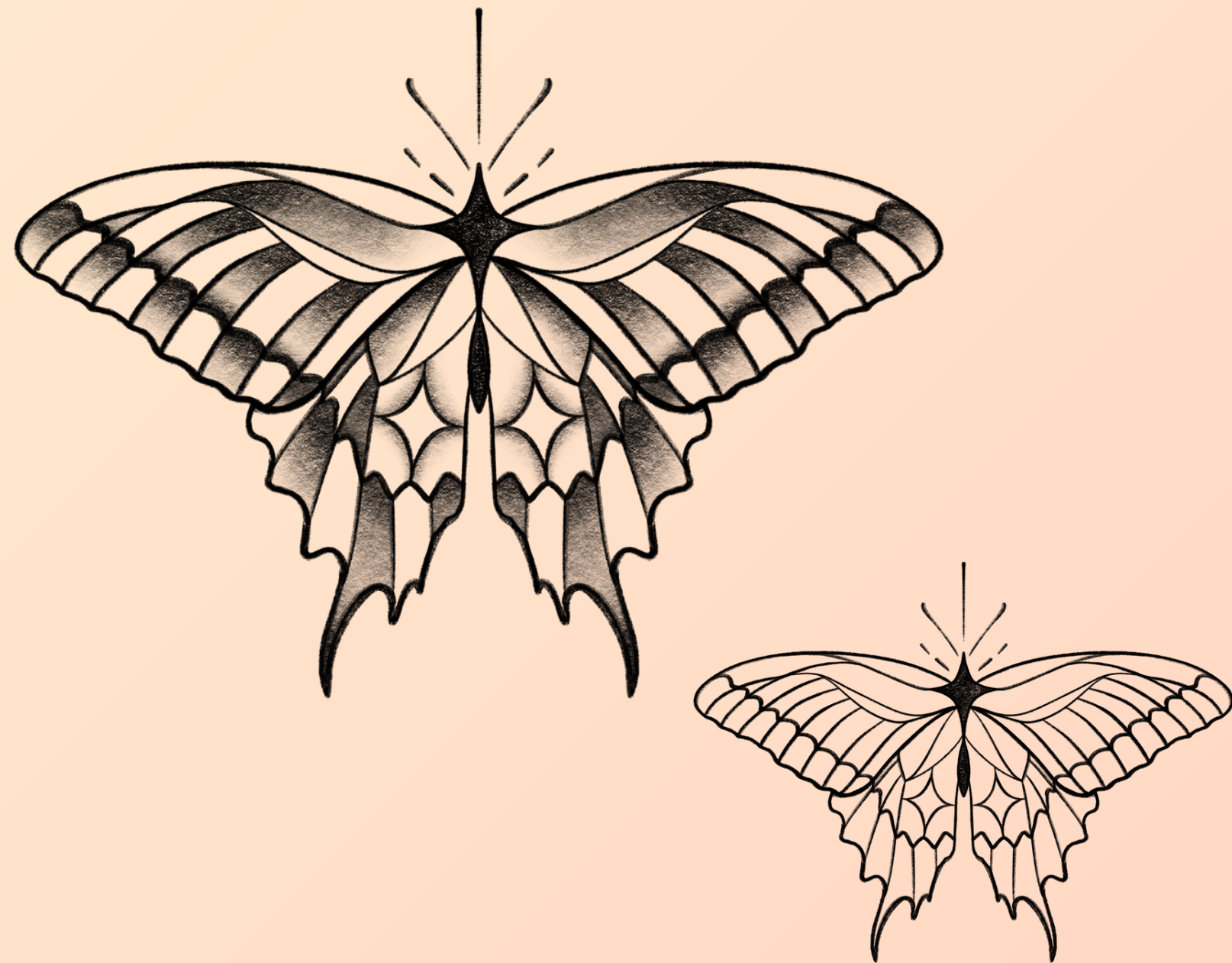
**Below** – Howl's Moving Castle  
**Right** – Spirited Away



# TATTOO DESIGNS

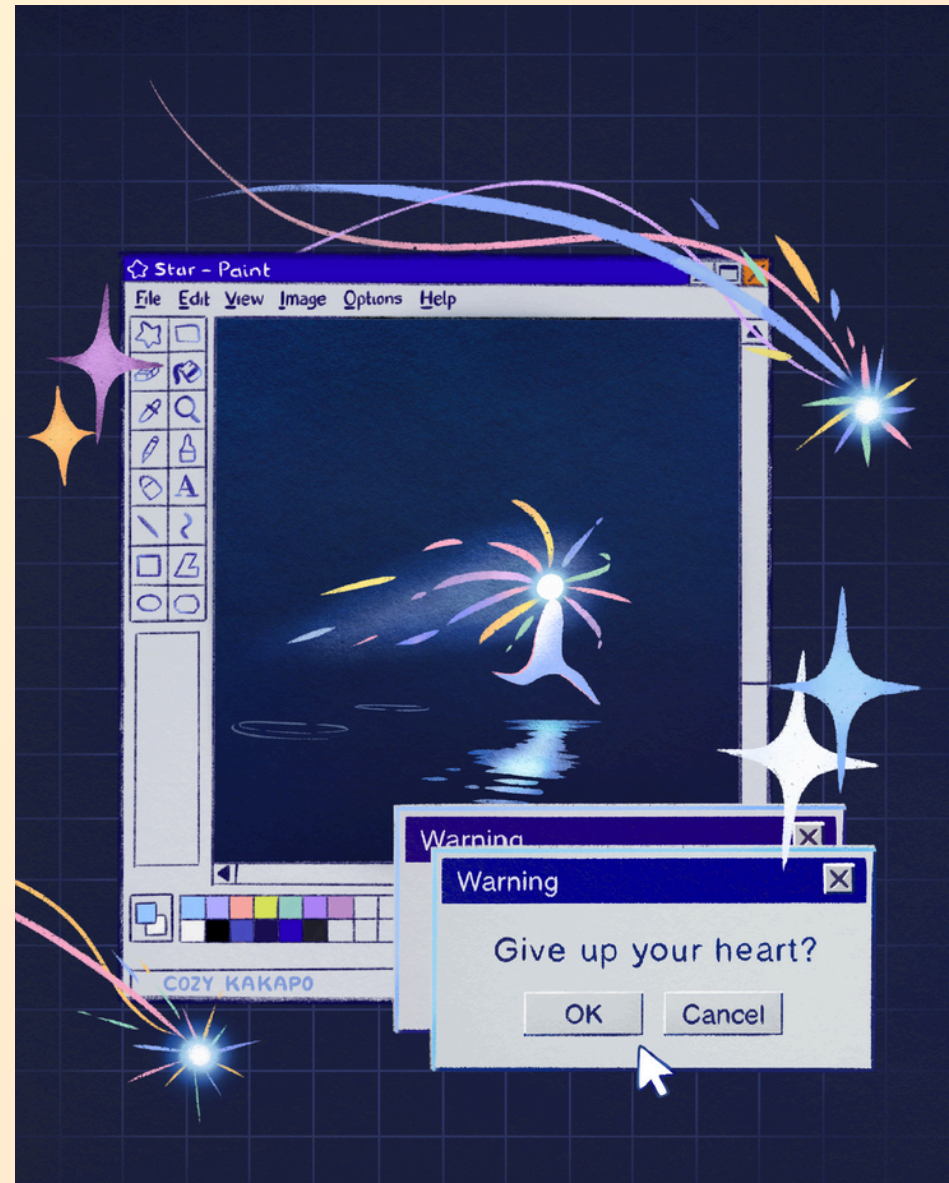


Angel Eye Design



Star Tiger Butterfly Commission

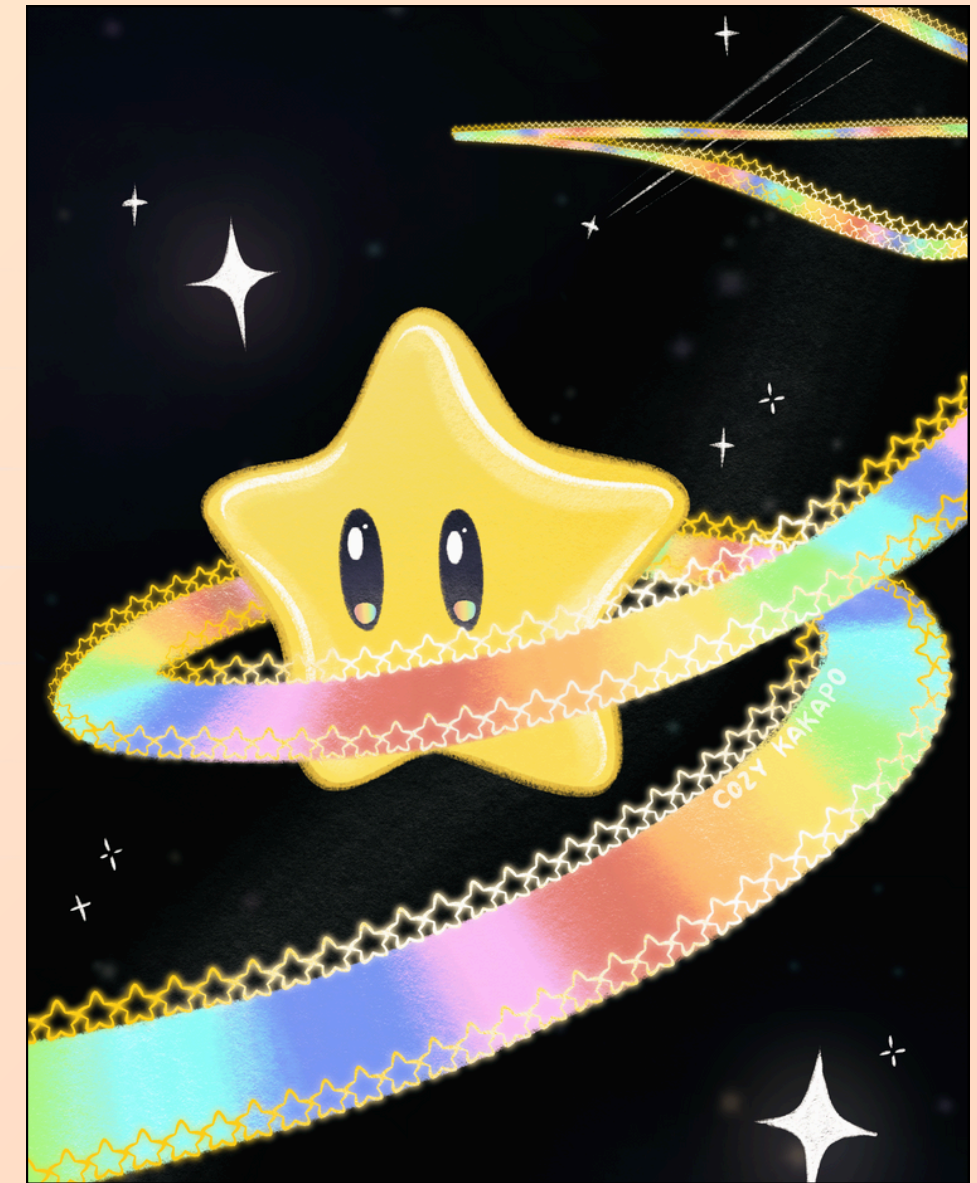
# FAN ART - VARIOUS



Howl's Moving Castle



Animal Crossing



Mario Kart

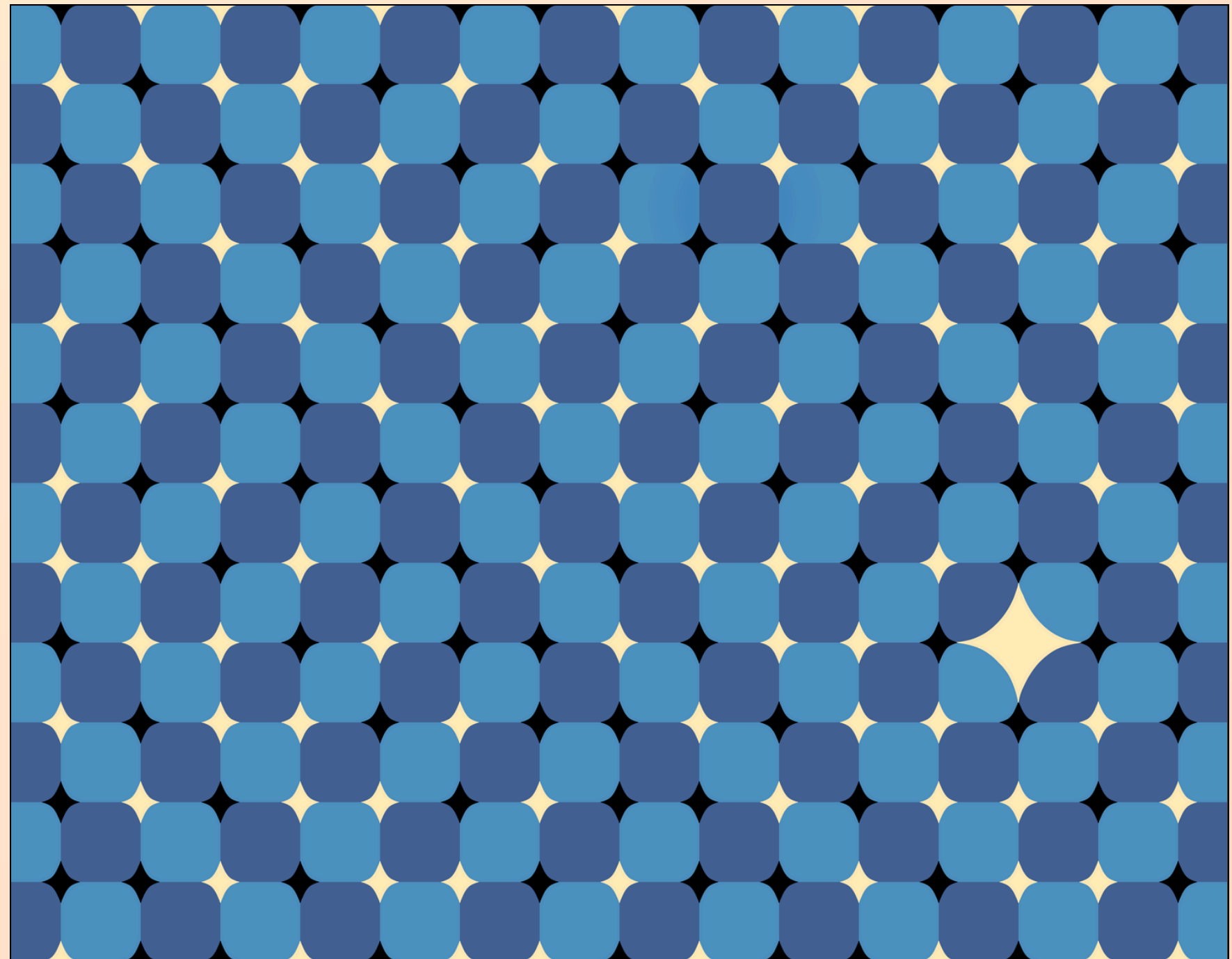
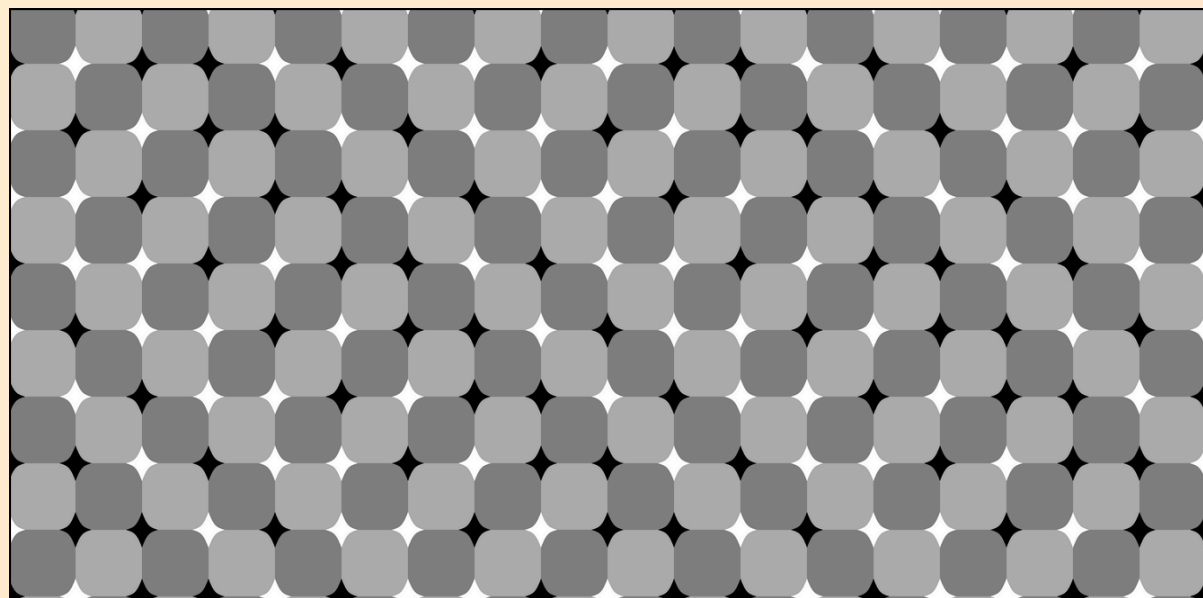
# STYLISED ART



Left - Keroppi frog. Right - original ducks

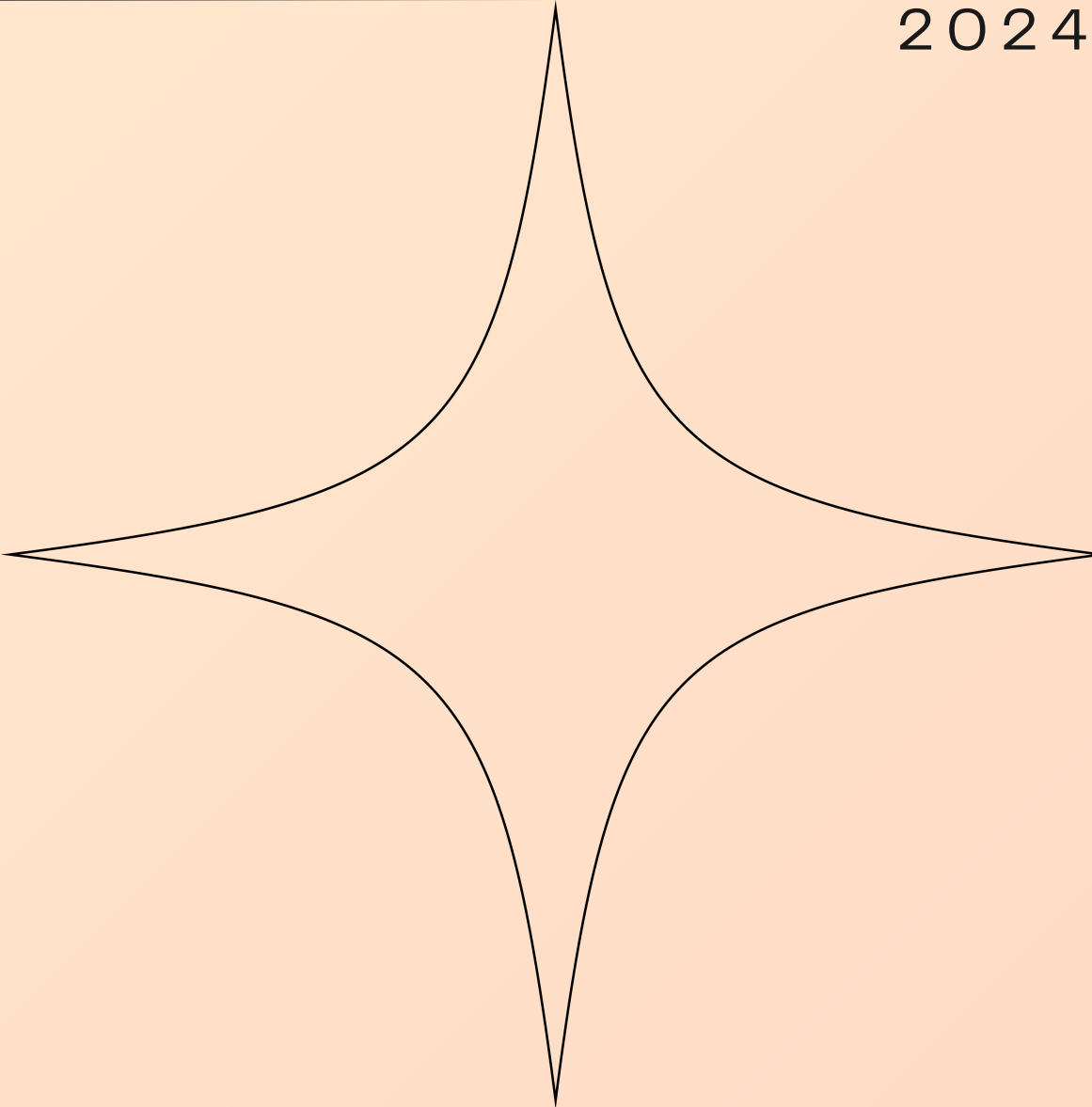
# PATTERNS / ILLUSIONS

Checkerboard illusion design.  
Recreated and customised a base  
pattern to shift the perception of  
movement and added star  
connectors. Traditionally painted  
using acrylics on canvas (24 x 36  
inches).



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# THANK YOU



Email	<a href="mailto:Jessica.Q.Chiu@gmail.com">Jessica.Q.Chiu@gmail.com</a>
Phone	+1-236-978-4888
Website	<a href="http://jessicaqchiu.vercel.app">http://jessicaqchiu.vercel.app</a>