

Professional Summary

I am a Concept and Visual Development Artist from Singapore with past experiences in design production for films, games, and animation. I like to explore different styles and techniques to create believable design concepts. My portfolio lies mostly in stylised work, but I am able to switch accordingly based on art direction. I aim to be a valuable member in your production work.

Experience

Cartoon Saloon/ Layout Artist

June 2021 - February 2023, In-House, Ireland

- Developing and producing layout backgrounds for assigned scenes, and ensuring continuity through the sequences.
- To make sure that all elements are well separated and well organized and assigned to a department (BG/ 2D animation/ 2D EFX/ compositing FX/ library crowd characters).
- To make sure that camera movement, light direction, wind direction and shadows are indicated when needed.

Tiny Island Productions / Visual Development Artist

April 2018 - February 2021, Singapore

- Developing concept art and illustration for, as of now, an unannounced feature film project. (Design samples available)
- Providing drawover and ensuring that the 3D assets match with designs.
- Coordinate with the Art Director and Production Designer on designs.

Space Ape Games / Background Illustration

May 2020 - May 2021, Freelance, UK

- Concept work and illustration of 2D background for game projects.
- Props design.
- Managing scenes and making sure the style is consistent.

Robot Playground Media / Visual Development Artist

September 2017 - March 2018, Singapore

- Developing background and environment art for animation.
- Ensuring 2D art assets can be used by the animator.
- Assisting in the final layout after storyboard sketches.

Re'al Sandbox Studio / Concept Artist

October 2016 - September 2017, Singapore

- Involved in concept art design for the film, Tiger Robber [2021]
- Supporting senior concept artists in production work.

Education

FZD School of Design / Diploma in Industrial Design

October 2015 - September 2016, Singapore

Temasek Polytechnic, School of Engineering / Diploma in Aerospace Electronics

April 2010 - April 2013, Singapore

- Lufthansa Technical Training Singapore, November 2011 - March 2012

Additional Courses

CGMA / Environment Design

Skillset

Design

- Concept Design
- Visual Development
- Layout, Sets and Props
- Production Painting

Software

- Adobe Photoshop
 - Google Sketch-Up
 - Blender
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