

## Experience

### Art Director Ludo Studio (2017-2018, 2022)

- Led a design department producing character designs, background designs, prop designs, and colour styling.
- Worked closely with the show director according to critique and revisions while advising and collaborating with designers and animators down the pipeline.

### Designer Scholar (2022-2023)

• Produced styleframe designs and concept designs for animated and live-action commercials, promotional videos, and music videos.

#### Freelance Artist (2016-Present)

- Produced character and prop designs, colour design, and paintings for TV animation and commercials.
- Produced promotional illustrations for individuals and small businesses.
- Produced illustrations to be used in collaborative zines and short-run printed projects.
- Designed characters and assets for independent video game developers.
- Communicated warmly and promptly with clients and collaborators, applying critique and revisions where needed

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# Skills

## Software

- Photoshop
- Illustrator
- InDesign
- Storyboard Pro 7

## Strengths

- Illustration
- Character Design
- Concept Art
- Background Painting
- Colour Styling
- Adaptable to and capable of diverse styles
- Creative and critical thinking to produce distinctive designs

# Education

**BFA with Honors in Illustration** ArtCenter College of Design (2021)

# Awards

- Society of Illustrators Student Scholarship Competition (2020)
- Art Center Provost List