

CHARACTER DESIGNER

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PROFILE

Highly skilled and innovative Character Designer with over 4 years of experience in the animation and television industry. Proven track record of delivering exceptional visual development and design for characters across a wide range of styles, from realistic to stylized. Adept at collaborating with clients such as Cartoon Network Studios, HBO, and Warner Bros. Featured in 'Character Design Quarterly' magazine by 3dtotal Publishing.

SKILLS

Character design, prop design, SFX, color design, illustration, Harmony, Photoshop

EXPERIENCE

Character Designer for 'Victor & Valentino' - Aug 2019 - Feb 2022

Cartoon Network Studios / Burbank

Character designer for Cartoon Network's 'Victor & Valentino' seasons 2 and 3.

- Contributed as a key member of the character design team for Cartoon Network's
 "Victor & Valentino," shaping the visual identity of the show during seasons 2 and 3.
- Executed comprehensive character design tasks, including creating turnarounds, special poses, expressions, and mouth charts, ensuring consistency and depth in character portrayal.
- Developed dynamic prop designs for characters and environmental elements, enriching the world-building aspect of the series.
- Designed captivating special effects (SFX) for characters and props, enhancing the overall immersive experience of the show.
- Collaborated closely with the art director and series creator to translate their artistic vision into compelling visual elements, maintaining alignment with the show's creative direction and narrative objectives.

Character Designer for 'Fired On Mars' - Mar 2022 - Sep 2022

Pat & Mike Productions / Burbank

Character designer for HBO Max's 'Fired On Mars' season 1.

- Played a pivotal role as a Character Designer for HBO Max's "Fired On Mars" Season
 1, contributing to the visual identity and storytelling of the series.
- Executed comprehensive character design tasks, including creating detailed turnarounds and special poses, ensuring characters were visually engaging and expressive.
- Developed intricate prop designs for characters and environmental elements, enhancing the immersive quality of the sci-fi world portrayed in the series.
- Crafted captivating special effects (SFX) for characters, enriching their personalities and interactions within the narrative.
- Collaborated closely with storyboard artists to bring scenes to life, ensuring seamless integration of character designs with the narrative flow.
- Collaborated closely with the art director and series creator to translate their vision into compelling visual elements, maintaining alignment with the show's creative direction and thematic objectives.

Character Designer for 'Hey, Yenny Han!' – *Jan 2023 – Feb 2023*Bright Little Labs / London

Designed characters and assets for the pitch of the children's show 'Hey, Yenny Han!'.

- Developed original concepts and designs for characters, ensuring they were distinctive and aligned with the desired tone and theme of the show.
- Created dynamic character action poses and scenes, bringing life and energy to key moments in the narrative.
- Applied expert color design techniques to characters, enhancing their visual appeal and ensuring consistency with the overall aesthetic of the project.
- Collaborated closely with clients to understand their vision and objectives, providing creative input and adjustments to achieve artistic excellence and meet project goals.

Character Designer for 'Common Side Effects' – *Oct* 2023 – *Nov* 2023 Green Street Pictures / Burbank

Created character head turnarounds for Adult Swim's 'Common Side Effects'.

- Produced head turnarounds and character designs utilizing Harmony software, ensuring consistency and versatility in character portrayal.
- Collaborated with the team to assist in creating color scripts for specific scenes, contributing to the overall visual narrative and mood of the project.

EDUCATION

Bachelor's Degree in Digital Media - Sep 2011

Otis College of Art & Design

Associate's Degree in Art New Media - May 2015

American River College