

# ALEXANDER CHOW

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## EXPERIENCE

**APRIL 2013 – PRESENT**

### **FREELANCE ILLUSTRATOR AND CONCEPT ARTIST**

Worked for numerous companies, most notably House Marque (“Stormdivers”) and Savage Interactive (“Procreate” App) on illustration and concept art.

Worked for a myriad of individuals on projects such as graphic novels, films, video games, board games, card games and other forms of entertainment media.

Self-published two artbooks (“Heaven’s Winter” and “aniMe”) and employed other professional artists on personal projects.

**APRIL 2012 – SEPTEMBER 2012**

### **INTERN ARTIST, IMAGINISM STUDIOS**

Aided the studio in film and animation projects through conceptual work, illustrations, and animation.

## EDUCATION

**JUNE 2013**

### **BACHELOR OF ANIMATION, SHERIDAN COLLEGE**

Graduated with Honours and garnered two years of tutoring experience through the official college tutoring program.

## SKILLS

- Industry-proven skill in digital painting, with ability in both character and environment design
- Extensive prowess in classical art and animation techniques
- Professional proficiency in industry-standard software, notably Adobe Photoshop
- Experience in tutoring at college-level and high school classroom environments

## MISCELLANEOUS

- Had artwork published in 2016 and 2019 editions of esteemed fantasy artbook “Spectrum”
- Nine years of experience in sales and marketing at comic and gaming conventions
- Extensive knowledge in current trends of gaming and other forms of entertainment media
- Contacted by and worked for companies and clients worldwide: America, Finland, Singapore, Australia
- Expert kickboxer with six years of disciplined training, with experience in teaching martial arts classes