



ILLUSTRATOR \\ STORYBOARD ARTIST \\ PAINTER

WORK EXPERIENCE

May 2016 Universal Studios Japan

Storyboard Artist and Concept Artist for theme park.

Jul 2015 - Current International Resort Management Services Pte. Ltd, Singapore

Created concept art, storyboards and character art for various international theme

park projects.

Dec 2015 FORMWERKZ Pte Ltd, Singapore

Painted an original mural on a wall and an arch for the restaurant Dehesa.

Jan 2015 – Aug 2015 Games Gate, Dubai

Illustrated and designed cards, packaging, instruction manual and logo for the card

game "Hire Me"

Oct 2014 - Dec 2014 cum., Singapore

Painted concept art in oils on a 2m x 1m canvas for a concept pitch.

Jun 2012 Polygon Pictures, Japan (for Blizzard)

Painted 4 card illustrations for the World of Warcraft trading card game.

Feb 2012 - Aug 2012 NUS Tembusu College, Singapore

Artist-in-Residence, for the creation of "Tembusu Bemused", a point-and-click

adventure game. Created concept art for characters and sets.

Mar 2012 Open Emotion Studios, Ireland (for Paradox Interactive)

Created concepts and 3 card illustrations for the Measure of Mana card game.

Sep 2011 – Sep 2013 PlayMoolah, Singapore

Concept artist and Illustrator for characters, UI and general art for the PlayMoolah

website, online games and apps.

Dec 2010 - Sep 2011 Villains Pte Ltd, Singapore (for Google and LOHAS Asia)

Stop motion Animator and Storyboard Artist for promo videos for Google. Created a promo video in both Flash and Stop Motion for LOHAS Asia.

Jul 2011 Ben Yeo, Singapore

Book cover and illustrations for the book "Unapologetically Insane Tales"

Jul 2010 – Jan 2011 Cardboard Island, Singapore

Illustrator for cards, packaging and game board for the board game "Dash"

Feb 2011 Shyalala, Singapore (for Nexus Connexion.sg)

Animator in Flash. Animated Character and set effects in the game "JimmyFish"

Jul 2010 Propellerfish, Singapore (for Audi Canada)

Illustrator

Jun 2010 Peter van der Kamp, Singapore

Illustrator for the poem book "Scratch & Sniff"

Mar 2010 – Jul 2010 Lucas Foods (Asia) Pte. Ltd., Singapore

Illustrator, concept artist and story writer for "Too-Ka" trading card game.

May 2009 - Aug 2009 Anilah Angin, Singapore

Illustrator for the book "The Little Dreamer"

AWARDS

2015 Best Painting of the Year

The Florence Academy of Art. Florence, Italy.

2015 Best Figure Painting of the Advanced Painting Programme

The Florence Academy of Art. Florence, Italy.

2014 Best Figure Drawing of the Intermmediate Drawing Programme

The Florence Academy of Art. Florence, Italy.

2012 Jury Selection Works, Entertainment Category.

15th Japan Media Arts Festival 2012 for the game JimmyFish

FILMOGRAPHY

2011 LOHAS Promotional Video

Client: Villains (for LOHAS Asia). Flash and Stop Motion.

Storyboards, character and set concepts, animation, compositing and sound

design.

2008 - 2012 MoonChild

Stop Motion and Traditional 2D. Co-director, co-writer, storyboards, character

and set concepts, stop motion animation.

2011 ITFS 48 Hr Crazy Horse Animation Jam, Stuttgart

Flash Animation. Co-director, character and set concepts, animation and sound

design.

2010 Operator

Stop Motion. Director, storyboards, character concepts and building, animation

and sound design.

2006 Heaven

Stop Motion. Director, storyboards, character and set concepts, animation,

compositing and sound design.

EDUCATION

Diploma in Classical Painting and Drawing The Florence Academy of Art Oct 2012 – Jun 2015 Florence, Italy

Three Month Animation Course (Stop Motion) Bristol School of Animation University of West England Jul 2010 – Sep 2010

Puppets in Prague
Puppets for Animated Film Workshop
Aug 2009

Prague, Czech Republic

Bristol, United Kingdom

Bachelor of Fine Arts, Digital Animation School of Art, Design and Media Nanyang Technological University 2005 – 2009 Singapore

Classical Drawing at The Drawing Academy The Animation Workshop Jan 2008 – Jun 2008 Viborg, Denmark

SOFTWARE LITERACY

Adobe Photoshop Adobe Illustrator Adobe Flash Adobe Premier Adobe After Effects (Beginner) Final Cut Pro Stopmotion Pro Frame Thief Dragon Stopmotion Animo