

# Celia Cheung

Portfolio website at: <http://qlippo.net>

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## RELEVANT EXPERIENCE

### Self-Employed, Vancouver — *Freelance Artist*

2011 - PRESENT

10 years of logo and graphic design, web design and maintenance, packaging design, book covers, comics, comic colours, private commissions. Assisted project management, management of freelance employees. All work started and completed in Photoshop.

### Atomic Cartoons, Vancouver — *Designer (props)*

June 2017 - November 2019

Created custom textures and props in Photoshop for Mattel's webtoon *MINECRAFT Mini-Series* on Youtube. Also designed and created sets within the Minecraft game world, and World Painter for export via Mineways, for use of storyboarders and modellers. Also designed props and environments in Photoshop for use in Harmony for *Molly of Denali*, a new PBS kids' show currently airing in the US.

### DHX Media, Vancouver — *Production Artist*

April 2017 - July 2017

Creating and painting stylized background layouts and props in Photoshop, arranging shot setups in Adobe Animate (formerly Flash).

### Titmouse Inc, Vancouver — *Production Artist*

October 2014 - January 2017

Painted and adjusted background layouts in Photoshop for various animated productions, including Dreamworks' *TURBO F.A.S.T.* and *Home* for Netflix, and Disney's *FUTUREWORM!* for the Disney XD channel.

### Bardel Entertainment, Vancouver — *Production Artist*

December 2014 - March 2015

Painted and adjusted background layouts in Photoshop for various animated productions, including Dreamworks' *Dawn of the Croods* for Netflix.

### Avenida Art Gallery, Calgary — *Assistant Framer*

2013 - 2014

Assistance in designing mat and frame options for custom framing

## SUMMARY

19 years experience with Photoshop, Illustrator, Microsoft Word

5 years experience with Adobe AfterEffects, Premiere

5 years 2D animation

2 years 3D animation

2 years basic understanding of 3D programs (3DS Max)

Moderate skill and experience with HTML, beginner's CSS, web design, Flash

4+ years freelancer/contractor experience

Team experience, self-manageable, can work with timezones.

Self-initiative, positive attitude, focused, skilled student, eager to learn

## SKILLS

Photoshop — photo editing, graphics, vector art, web graphics, animation

Illustrator — vector art, logo design

3D — minor exposure, limited

Sass — fearlessly sassy.

orders, general contemporary art knowledge, heavy lifting.

### **Rocketfuel Games, Edmonton, *Contract Artist***

2012

Designed and created in-game prop images for game environments, designed, created and animated game characters using Photoshop. All props, game assets, and characters were produced for mobile apps and web games, including Syncrude's *Trail Blazer* and Acto's *Energy Theatre*.

### **Pho3nix New Media , Calgary, *Production Artist***

2008 - 2011

Designed the game user interface (GUI) and created the graphics for that, designed and created in-game prop images for game environments, designed and created game assets such as buttons, loading bars, cursors, menus, and special effects particle graphics for programmers, designed, created and animated game characters using Photoshop. All GUI, props, game assets, and characters were produced for iPhone and iPad apps, Facebook social games, and PC/Mac casual games. I was also responsible for the company's website design, and I have some experience with editing XML code, as well as creating and applying texture maps to existing 3D models in Maya. 10+ published titles.

### **The CRN Group, Calgary, *Bindery Production Technician***

2007 - 2008

Operated heavy machinery such as large paper cutters, paper drill press, and smaller bindery production machinery such as coil-binders, saddlestitch staplers, and docupunch. Also operated and maintained the IGen3 mass-production colour printer, and assisted in digital colour correction. Manual tasks included collating and mailroom duties..

## **EDUCATION**

### **University of Calgary, Alberta — *Dev. Fine Arts Degree***

2004 - 2008

Graduated from the Developmental Art program at the University of Calgary, 2008.

### **Emily Carr Institute, Vancouver — *Animation***

2001 - 2003

Briefly attended several animation options courses.

## **LANGUAGES**

English, Cantonese

## **REFERENCES**

Available on request.

## **PROJECTS**

## **Web Series:**

Minecraft: Mini-Series — *Mojang, Mattel*

## **Television:**

Molly of Denali — *PBS, WBGH (Warner Brothers)*

Minecraft Mini Series — *Mojang, Mattel*

FUTUREWORM — *Disney*

HOME — *Dreamworks*

TURBO F.A.S.T. — *Dreamworks*

Dawn of the Croods — *Dreamworks*

D.C. Superfriends — *DC Kids*

## **Games:**

Curse of the Pharaoh 3: Sekhmet's Tears — *Big Fish Games*

Curse of the Pharaoh 2: The Quest for Nefertiti — *Big Fish Games*

The Tarot's Misfortune — *Big Fish Games*

Trail Blazer — *Syncrude*

Jet Set Go — *Big Fish Games*

Sigma — *Big Stack*

Hottie Hookups — *Big Stack*

Various Facebook games — *Big Stack*

Curia Arcana Kickstarter — *private*

## **Books:**

Horizon RPG sourcebook Mechamorphosis — *Fantasy Flight D20*

100 Girls — *Arcana Studios*

Transformers: MTMTE Profiles — *Dreamwave*



# Celia Cheung

Hello! I am Canadian-Chinese, born in Winnipeg, in the year of the Rooster. I've slowly made my way westward across Canada, from Winnipeg to Calgary to Vancouver, and boy am I glad to finally make it to the west coast! My hobbies include martial arts, writing, and small motorcycles.

I am currently developing a couple television pitches for animation! It's been quite the ride so far with a few rejections and lot of great advice. Still working on it!

I am also proud to mention that I was nominated for the [Five in Focus: Animation](#) for the role of Art Director. While I didn't make the final cut, it was an honour nonetheless.

Otherwise, I have spent five years in the mobile game industry, with several years' worth in between of freelance graphics work, creating 2D animated gifs for game sprites, photograph enhancements, assets for web and game design, and miscellaneous private commissions. This is my fifth year in the animation industry, and I hope to keep going forward with it!

