

# Celia Cheung

Portfolio website at: <http://qlippoth.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*

June 2017 - December 2018

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.

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

April 2017 - PRESENT

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 orders, general contemporary art knowledge, heavy lifting.

## SUMMARY

**17 years** experience with **Photoshop, Illustrator, Microsoft Word**

**4 years** experience with Adobe **AfterEffects, Premiere**

**4 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**, very 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.

## **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.

## **PROJECTS**

### **Web Series:**

Minecraft: Mini-Series — *Mojang, Mattel*

## **LANGUAGES**

English, Cantonese

## **REFERENCES**

Available on request.

**Television:**

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: Sehkmet'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