

BACH DO

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I'm a digital illustrator who excels in Eastern-style oriented 2D character designs and illustration that emphasises details and creativity. As part of my study in Animation, I have a good understanding of the creative design process, not only in the concept stage but how it could be translated later into 3D modelling, animating, and post-production. I'm also efficient in working with narrative design via storyboarding and 2D animation, as well as some areas of post-production. I'm extremely efficient with my time and strive to finish ahead of schedules. I am open to guidance or feedback from my peers and colleagues. I love being a part of a larger group/team and always do my best to be both a professional and highly sociable team member.

SKILLS

Concept design (Characters)

Proficient with 2D Illustration software (Clip Studio Paint, Photoshop)

2D digital illustration

Excellent time management skills

Effective teamwork skills.

Social media aware (Twitter, Facebook, Instagram)

2D Animation (TV Paint)

WORK HISTORY

Rooster Teeth Productions Austin, Texas,

Concept Artist- "GEN:LOCK"

May 2017 to December 2017

Developed art and design concepts. (main charactes designs)
Interfaced with the art director, designer, production manager and print producer.
Collaborated with the art director to implement artistic vision.

X.D Network Inc Shanghai , China,

Concept Artist

June 2018 - August 2018

Developed art and design concepts (character designs)

Yostar Games Hongkong, China

Illustrator

Since **October 2018**

Developing illustrations for online games (Azur Lane)

Netease Inc Hangzhou, China

Illustartor

January 2018

Developing illustrations for Omyoji"

Experienced in individual commissions from an international clientele

Examples :

<https://www.artstation.com/artwork/X98Jl>

<https://www.artstation.com/artwork/EK4Re>

EDUCATION

BA(Hons) - Animation Leeds Arts University, Leeds, United Kingdom, 2019

A Levels x3 at ABB Brooke House College, Market Harborough, UK, 2016

ACCOMPLISHMENTS

Cubebrush's ArtWar design challenge finalist in 2016 - 1st place

Cubebrush's ArtWar design challenge finalist in 2017 - 3rd place

D&AD New Blood 2018 Beano Brief - Pencil winner for group animation.

ADDITIONAL INFORMATION

As of 2018, My main position is still a full-time university student, and will finish my education in June of 2019

HOBBIES:

Asian Cultural studies

History - (specifically on WWII, The Japanese Sengoku and the Chinese Three Kingdoms period)

Cooking

Cosplaying

