

Aishwarya Chandramohan

A **Character Designer/Storyboard Artist** with about two years of experience working on freelance and collaborative projects, seeking opportunities to work in a creative environment where I can learn and expand my skill set.

Calabasas, CA 91301

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Portfolio: www.artwarya.com

EXPERIENCE

Vidico, Melbourne — Storyboard Artist

October 2018 - Current

Storyboarded advertisements for various products.

Dragons of Melgor, San Francisco — Storyboard Artist

December 2017 - September 2018

Cleaned up several sequences for the pilot episode.

Kiln, San Francisco — Concept Artist

April 2019 - July 2019

Established the visual look, designed characters, backgrounds, and vfx, created sprite sheets.

Chimera Studios, San Francisco — Junior Artist

August 2019 - October 2019

Illustrated and designed characters and character portraits.

Dragons of Melgor, San Francisco — Lead Visual Development Artist

December 2017 - September 2018

Concepted various creatures, characters and props, designed multiple languages and managed a team of multiple artists.

EDUCATION

Academy of Art University, San Francisco — Master's in Arts

August 2018 - August 2019

MA in Game Development - Concept Art

Academy of Art University, San Francisco — Bachelor's in Fine Arts

September 2013 - August 2017

BFA in Game Development - Concept Art

SKILLS

Photoshop - Digital painting, texturing, storyboarding, UI comp

Maya - 3D modeling, (basic knowledge)

Zbrush (Basic Knowledge)

AfterEffects (Basic knowledge)

ToonBoom Harmony - 2D animation (basic knowledge)

Perforce

Shotgun

AWARDS

Student Representative for all Master's students

2018-2019

Academy of Art Spring Show

2016-2019

"Psycho Princess" game project showcased at GDC

LANGUAGES

English, Hindi, Tamil, French (Conversational)

English, French (Reading & Writing)