

Alexander Lee

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Portfolio

alexleeart.com

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Profile

Passionate artist with over three years of experience in the animation and games industries under a variety of roles such as animator, designer, and illustrator. Enjoys working collaboratively and works well independently, always keen to take on a challenge.

Work Experience

Background Paint Artist, Lupus Films (2023 June - 2024 June)

- Demonstrating a compelling use of colour and light to create atmospheric paintings, as well as producing strong line quality suitable for the art styles.
- Creating key art for sequences and exploring design directions.
- Following direction to quickly and efficiently make adjustments to backgrounds or layouts through paintovers and review notes.
- Using software tools and painting to create moving backgrounds.
- Colouring animations with a consideration for lighting and movement.
- Adapting to existing illustrative styles, following colours scripts and key art.
- Tracking, cleaning, and organising files for the production team and next departments.
- Working independently and alongside others in studio and remote teams.

Game Artist, Infinite Whys (2021 June - 2022 August)

- Designing and painting all characters, environments, as well as aspects of UI elements.
- Rigging, and animating all characters and backgrounds.
- Communicating ideas for art and game designs, and providing constant feedback to others.
- Assisting in managing social media pages, as well as producing, and updating the content.
- Organising work using project management tools i.e. Jira.

Concept Artist, National Film and Television School (2021 January - August)

- Working with game design students to design concept art of characters and environments.
- Storyboarding, drawing, and animating opening cinematic.
- Producing presentations of designs, and making adjustments as requested.

Artworker, Passion Pictures (2020 September)

- Colouring animations and animation clean-up.
 - Meeting daily deadlines and communicating with director.
 - Taking on new segments of the project as they are requested.
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Skills

- Able to quickly generate designs and continue to develop ideas.
- Possess a strong understanding of art fundamentals, such as lighting, composition, and colour theory; and it's application to story-telling.
- Accustomed to meeting deadlines and fast paced environments.
- Able to present myself and my work in a clear and professional manner.
- Able to clearly communicate, and reason through my ideas.
- Will maintain calm and composed in stressful or complicated situations.

Software

Advanced

Photoshop

TVPaint

Premiere

Spine2D

After Effects

Illustrator

Basic

Unity

Blender

Maya

Zbrush

Cinema4D

Python

Qualifications

Middlesex University 2017-2020, BA (Hons) Animation, 2.1

Arts University Bournemouth 2016-2017, Foundation Diploma in Art and Design, Distinction

Bournemouth School 2009-2016, 3 A Levels, 1 AS Level, 14 GCSEs

Mental Health First Aider March 2022 - 2025