Alexander Lee

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Portfolio

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Profile

Passionate artist with over six 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

Senior Background and Layout Artist, Lupus Films (2026 January - Current)
• Painting key backgrounds, animated backgrounds, static backgrounds and props in TVPaint.
• Drawing layouts, and setting up files for subsequent departments to follow.
• Delegating tasks and assisting team members.
• Adding FX and artworking to characters and props.

Animation Lead, Fromm Studio (2025 October - December)
• Designing, animating and artworking props and FX.
• Managing a small team of artworkers.

Mid Background Paint Artist, Blue Zoo (2025 February - April)
• Setting up shots and drawing layouts from the animatic for paint and scenebuild.
• Painting backgrounds in Photoshop to completion.
• Using FTrack to stay on schedule for the pipeline.
• Indexing backgrounds for future reuse.

Mid Background Paint Artist, CognoSphere (2024 August - 2024 December)
• Refining rough layouts from animatic.
• Painting backgrounds following anime art style in Photoshop.
• Communicating with director to resolve technical issues with backgrouds.

Junior 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.
• Using TV Paint tools and painting to create moving backgrounds.
• Adapting to existing illustrative styles, following colours scripts and key art.
• 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)
• Designing concept art of characters and environments.
• Storyboarding, drawing, and animating opening cinematic.

Artworker, Passion Pictures (2020 September)
• Colouring animations and animation clean-up.

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	**Basic**
Photoshop	Unity
TVPaint	Blender
Premiere	Maya
Spine2D	Zbrush
After Effects	Cinema4D
Illustrator	Python
FTrack	

Qualifications

Screenskills 2D Layout Training with Lupus Films 2024
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