

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, HoYoverse (2024 August - 2024 December)

- Completing rough layouts from animatic.
- Painting backgrounds following anime art style in Photoshop.
- Communicating with director to resolve technical issues with backgrounds.

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 TV Paint 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

Screenskills 2D Layout Training with Lupus Films

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