



Jimmy Ly

Concept Designer

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○ Work Experience

Freelance Concept Artist

Oct 2008 - Present

Clients include:

- Rainmaker Animation
- Mattel Inc.
- Radical Entertainment
- Goldtooth Creative

5th Cell Games Artist

May 2009 - Present

- Level Concepts, Character Designs, UI Designs and Illustrations for upcoming, cross platform title.

Rainmaker Entertainment, Vancouver

Feb 2007 - Oct 2008

Concept Artist

- The Nutty Professor 2: Asset Designs, 2D effects animation, Promotional materials.
- Max Steel: Designs and Promotional materials
- Various untitled projects: Character and Environment visual development.

○ Skills

Concept art, Illustration, Visual Development. Able to create designs with an emphasis on mood, story that are functional in 3D space.

Proficient in Photoshop with working knowledge in Painter, Maya and Zbrush.

○ Education

Art Institute of Vancouver-Burnaby

2005 - 2006

- Diploma in Animation
- Specialized in 3D character creation: Design, Modeling, Texturing, and Normal Maps via Zbrush.

Gnomon School of Visual Effects - Hollywood

2004

- Acquired knowledge and skills in the development of Concept Art for game and film



References

Available upon request.