

Alvin Hew

ILLUSTRATOR & GAME ARTIST

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STUDIO EXPERIENCE

PRODIGY (GAME COMPANY)

Burlington, Ontario
Nov 2015 - present

SENIOR GAME ARTIST

- Produced fully illustrated splash screens
- Responsible for managing small art team
- Produced in-game assets
- Responsible for maintaining art style
- Created tilesets for game zones

PRODIGY (GAME COMPANY)

Burlington, Ontario
Feb 2015 - Nov 2015

GAME ARTIST

- Produced concept art for in-game assets
- Responsible for in-game illustrations
- Animated in-game pets
- Created tilesets for game zones

DARK MATTER ENTERTAINMENT

Toronto, Ontario
Nov 2008 - Sep 2010

GAME ARTIST

- Produced mood concept art for game worlds
- Produced schematic art for items, characters, and environments
- Modeled and textured in-game assets

DIGITAL ALCHEMY ENTERTAINMENT

Vancouver, British Columbia
Summer 2008

ART GENERALIST

- Produced monster designs
- Modeled and textured small-scale props

FREELANCE EXPERIENCE

UNIVERSALHEAT (SAM FREDERICH)

United States
May 2018 - Mar 2019

PART-TIME ENVIRONMENT ARTIST

- Produced environment concept art
- Produced layout art and assets

POGO (MUSIC ARTIST)

Australia
Nov 2014

ALBUM COVER ARTIST

- Illustrated cover artwork for LP, "Star Charts"

NEW WORLD DYNASTY

United States
Aug 2014

CONCEPT ARTIST

- Responsible for creating character concept art
- Provided additional illustrations
- Created title screen

JS SKYE, LLC

United States
Nov 2011 - Aug 2014

CHILDREN'S BOOK ILLUSTRATOR

- Illustrated images for children's book
- Created character art for the Flurry the Bear book series
- Illustrated book covers for the Flurry the Bear book series
- Created promotional artwork for marketing purposes

FREELANCE EXPERIENCE (CONT'D)

EASILY EMBARRASSED (MUSIC ARTIST)

Aalsmeer, Netherlands
Jun 2011, Oct 2012, Apr 2013

ALBUM COVER ARTIST

- Illustrated cover and booklet art for their third album, "Tales of the Coin Spinner"
- Illustrated cover for their EP album, "Different Dimensions"
- Illustrated cover for their fourth album, "EE4"

CANADIAN FILM CENTER

Toronto, Ontario
Aug 2011

GAME ARTIST

- Responsible for creating character concept art
- Modeled and textured full 3D character for game prototype

LEGEND APPS

United States
Jun 2010

CONCEPT ARTIST

- Created character and background concept art for iPhone application, "The Reading Game"

AGITATED FERRET

United States
Feb 2010

ONLINE GAME ILLUSTRATOR

- Painted detailed illustrations for "Find the Difference Game" for kids

VARIOUS CLIENTS

2010 - Present

This resume only mentions work I've done for companies and independently owned franchises. However, as a freelancer, I also take many personal commissions from individual clients which are not mentioned in this resume.

TEACHING EXPERIENCE

SKL'Z CARTOON WORKSHOP

Oct 2011 - May 2013

ART INSTRUCTOR

- Responsible for preparing and leading class lessons
- In charge of teaching drawing fundamentals and concepts

PRINT EXPERIENCE

STAPLES

Toronto, Ontario
Spring 2014

CERTIFIED PRINT CENTER ASSOCIATE

- Prepared files for printing
- Printed wide format posters
- Operated bulk cutter
- Communicated with customers

CERTIFICATIONS

- Certified Print Pro

SOFTWARE

- Adobe Photoshop
- 3D Studio Max
- Zbrush
- Unreal 3 Editor
- Unity

HOBBIES & PROJECTS

- Creates art to share with online communities
- Develops Intellectual Property for personal project
- Plays and composes music

EDUCATION

SENECA COLLEGE

Toronto, Ontario
2006 - 2009

ANIMATION & GAME DEVELOPMENT

- Mood concept and schematic art
- Character design for film and games
- Traditional layout drawing
- Traditional life drawing
- 3D modeling and texturing
- 2D and 3D animation

AWARDS & ACHIEVEMENTS

- Awarded Frontpage Features on Newgrounds.com, an online art community, for:
 - "Students of the Academy", 2017
 - "Nowhere to Run, Nowhere to Hide", 2016
 - "Jocelyn, Holy Knight", 2015
 - "Journey Back Home," 2012
 - "Rhaya Shadowslayer," 2011
 - "Joa the Fisher," 2010
 - "Port City," 2010
 - "Bloody Anne," 2010
 - "Annika," 2009
 - "Inner Darkness," 2009
- Awarded Daily Deviation Feature on deviantART.com, an online art community, for EE4 album art, 2014
- Awarded Daily Deviation Feature on deviantART.com, an online art community, for "Bay Town," 2011
- Featured in art book "Dragon Art: Impact and Technique in Fantasy Art" by Graeme Aymer, 2009
- Selected to display artwork in local libraries in Coquitlam, British Columbia, 2008
- Awarded \$2000 scholarship from Seneca College, 2007
- Winner of Major League Gaming poster contest, 2007
- Selected to participate in juried art exhibition, "Emerging Talent IX", 2006
- Published work in PLUMb arts journal, 2006; Website: plumbmag.blogspot.com
- Awarded Place des Arts Scholarship, 2003