

# Alexander A Leung

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A twenty year career in crafting classical 2D animations, characters ,props, backgrounds, and evaluating and implementing clients' requirements for storyboards ,pre-visualizations and designs for several popular syndicated television animation programs. Five years in 3D computer visual effects and animation utilizing exceptionally strong sense of aesthetics and fine attention to detail. Thorough and creative combining expertise in cinematography, visual arts, and proficiency in traditional animation to resolve diverse story plan issues.

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## SKILLS AND QUALIFICATIONS

- *Technical Skills:* Photoshop CC, Bridge, Shotgun, Maya, FBX, XSI, 3DS Max, Premiere
  - *Artistic Skills:* 2D Animation, Layout/Design, Painting, Drawing, Sculpting, American Sign Language
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## PROFESSIONAL EXPERIENCE

### KICKSTART ENTERTAINMENT INC, VANCOUVER, B.C.

**APR 2012 – Sep 2019**

Storyboard Artist - (Jul-Sep2019) ENCHANTIMALS, HATCHIMALS

- Sketched story panels for the Spring and Summer Specials

Storyboard Supervisor - (Oct2014-Jul2019) READY JET GO!, STARBEAM

- Edited Story Ideas
- Assigned revisions to revision artists
- Manage a team of 10 artists
- Communicated the director's needs
- Troubleshoot technical challenges in various computer programs
- Developed action buttons for efficiency

Director - (Oct2013-Oct2014) FROZEN IN TIME

- Edited Script/Story
- Art directed Character/Prop/BG Design
- Voice Record Supervising

Storyboard Artist - (Apr2012-Oct2013) TRANSFORMERS RESCUEBOTS, FRANKENSTEIN

- Sketched story panels for television series and Kickstart's feature

### RAINMAKER ENTERTAINMENT INC, VANCOUVER, B.C.

**MAR 2011 – Mar 2012**

Previsualization Artist - BARBIE:A MERMAID TALE 2, MAX STEELE MONTROUS ALLIANCE

- Provided shot setup and camera placement
- Character posing
- Simple animation by editing motion capture in XSI and Maya

**EH-OKAY PRODUCTIONS, VANCOUVER B.C.**

**JUL 2010 – Dec 2010**

Storyboard Artist - VOLTRON FORCE: THE ANIMATED SERIES

- Illustrated story panels for the continuation of a classic children's television series

**PARANOID DELUSIONS INC, VANCOUVER B.C.**

**Dec 2005 – Dec 2009**

3D Animation/Concept Illustrator (2007-2009) - CHOLLY AND FLYTRAP, ROGUE  
3D Modeler/Animator/Pre-Vis/Compositing (2006-2007) - THE FOUR CONSTABLES  
Concept Illustrator/Designer VFX Crew (2005-2006) - BATTLESTAR GALACTICA MINI SERIES

- Animated and supervised on all projects
- Modeled and collaborated with the design of each character
- Established a unique animation style called Chop-Motion
- Co-designed the Battlestar Galactica, Cylons, and Cylon Raider

**NEXTGEN ENTERTAINMENT LTD, VANCOUVER B.C.**

**OCT 2004- Nov 2005**

Art Supervisor - 187: DRIVE OR DIE

- Responsible for artistic leadership
- Oversaw production schedule for shipping completion to Ubisoft Montreal.
- Managed and supervised a team of six
- Designed and developed thirty 3D race cars in various makes and models
- Selected to be on the hiring team to review portfolios and conduct interviews

**ENIGMA STUDIOS INC, VANCOUVER, B.C.**

**Nov 2003- Dec 2003**

3D Animator/Artist - CONCORD PACIFIC HIGHRISE APARTMENTS COMMERCIAL

- Lead Animator of a 3D photo-realistic goldfish to interact with live-action footage

**ATOMIC CARTOONS INC, VANCOUVER, B.C.**

**JAN 2000- MAY 2002**

Storyboard Artist - JUSTICE LEAGUE, THE ZETA PROJECT, SEVEN LITTLE MONSTERS

- Illustrated for clients such as Walt Disney, Warner Brothers, and Nelvana
- Generated props and layouts and conveyed entertaining storytelling

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**EDUCATION**

Advanced SoftImage Certificate British Columbia Institute of Technology (1998)  
Classical Animation Certificate Capilano University (1995)  
Classical Animation Certificate Vancouver School of Animation (1994)  
CAD/CAM Technology Diploma British Columbia Institute of Technology (1994)

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**REFERENCES UPON REQUEST**