Alexander Foo
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Summary

Freelance illustrator specializing in character art and design. Experienced on various aspects of 3D tasks in various projects. Collaborates well with others, adapts quickly, and works both diligently and tenaciously to meet deadlines.

Education

Rensselear Polytechnic Institute, Troy, NY   2011 - 2015
Bsc: Games and Simulation Arts and Sciences (GSAS)
      & Electronic Arts (EARTS) – Dual Major
GPA: 3.6
Honors: *cum laude*

Software Proficiency and Skills

- Clip Studio Paint
- Paint Tool Sai
- Adobe Photoshop
- Adobe Flash
- Autodesk Maya
- Microsoft Office
- C++
- Python

Experience and Projects

Freelance Illustrator   2016 - Present
http://alexanderfooportfolio.weebly.com/

"**Explorers of the World Tree**"   2015
Game Designer, Graphic Designer, and Producer – Team of 1 Multiplayer, competitive dungeon-crawling board game
● Designed art assets such as board layout, card designs and players
● Produced a prototype involving cards, board tiles, game tokens and player mats
● Presented at The Fulton Street Gallery in Troy, New York

"**Gold and Glory**"   2015
Gameplay Designer, Graphic Designer, Character Artist – Team of 4 Multiplayer, cooperative shoot em' up game with four stances
● Created character portaits, character and enemy sprites, and bullet sprites.

"**Protostar**"   2015
Gameplay Designer, Graphic Designer, Artist – Team of 5 Singleplayer, top-down space combat and exploration simulator
● Designed four unique factions, including different weapons, spaceships, and space stations
● Collaborated on different effects, including parralax, SFX and lighting
● Presented at Rensselaer's Gamefest 2014, an annual student game showcase