

# Jessie Lam

Concept Artist

Vancouver, British Columbia, Canada

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<http://axl99.cgghub.com>

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**Concept artist with background in traditional animation professionally in games who has dabbled with character and environment art, 3d animation, motion comic cinematics and storyboards.**

**Extremely adaptable to various visual styles and mediums she gets to work with, and is always ready to learn new software packages and incorporate new production techniques to improve her workflow.**

**So far has worked on two published AAA titles - Dungeons & Dragons: Daggerdale and World Gone Sour - as well as award-winning Lost Girl: Interactive Motion Comic.**

## WORK EXPERIENCE

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Vancouver, British  
Columbia, Canada  
Nov 2013 – Present

### Electronic Arts

Concept Artist/Character artist/Animator [contract]

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Vancouver, British  
Columbia, Canada  
Jun 2013 – Sep 2013

### A Thinking Ape Inc

2D illustrator

Created facebook ads and in-game assets for mobile titles on the iOS and other unannounced projects.

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Toronto, Ontario,  
Canada  
Sep 2008 – May 2013

### Colour Monkey Robot Ltd

Lead Concept Artist

Concept art, illustration and visual development for film, music albums, podcasts, videogames and storyreel-style motion comics for digital platforms [transmedia].

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Clients:

Much Music

H&M

1188 Films

Andrew Aversa [Composer, Soul Calibur V]

Jimmy Hinson [Composer, Mass Effect 2]

Howard Wong [Writer, Empire Online/Dawn of Magic]

Mark Andrew Smith [Writer, New Brighton Archaeological Society/Gladstone School for World Conquerors]

Nerd Appropriate

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Toronto, Ontario,  
Canada  
Apr 2012 – Sep 2012

### HugeMonster Inc.

Lead Concept Artist

Created concepts, 2D sprites, particle effects, 2D/3D animations and UI for iOS games ["E.L.E", "Wingit!", and other unannounced titles]

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Toronto, Ontario,  
Canada

### Vast Studios

Digital Artist

Jan 2012 – Mar 2012

Digital matte paintings, GUI, puzzles, inventory assets, textures for hidden object casual games.

Provide constructive feedback and alternate visual problem-solving solutions for revised artwork. Improve new techniques to optimize production pipeline while maintaining client standards for general art direction.

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**Toronto, Ontario,  
Canada**

## **Bedlam Games**

Digital Artist

Jun 2010 – Aug 2011

Responsibilities are mainly concept work but also involve the creation of 3d environmental assets, motion graphics, print comics, and the occasional character rigging.

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Enemy character/weapon concepts, motion comic cinematics for Dungeons & Dragons: Daggerdale [PSN, XBLA, Steam]

Sequential colours and compositing for the award winning Lost Girl: Interactive Motion Comic [Gemini - Best Cross-Platform Project - Fiction]

Concept work for various other unannounced projects.

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**Canada**

## **Platinum Games**

Forum Moderator

Aug 2009 – Feb 2010

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**Toronto, Ontario,  
Canada**

## **1188 Films**

Freelance Storyboard and Pre-Production Artist

Sep 2011 – Nov 2011

Coloured sequential boards for Maylee Todd's "Aerobics in Space" music video. Storyboarded for upcoming tv show Storm City [National Geographic], Crush tv advertisements, and various toy commercials

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**Toronto, Ontario,  
Canada**

## **Ascension Cross Media Inc. [Bedlam Games/Bitheads ]**

Digital Artist

Jun 2011 – Aug 2011

Enemy/Prop Concepts, environment/character modeling, rigging, motion comic cinematics for World Gone Sour [XBLA, PSN, PC]

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**Toronto, Ontario,  
Canada**

## **Red 5 Comics**

Lead Colourist

Apr 2007 – Feb 2009

Digitally rendered characters, backgrounds, and special effects in a freestyle oil painting method on comic title "Neozoic". Collaborated with the writer and penciller in creating a specific visual style to suit the title.

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**San Francisco, CA,  
USA**

## **Academy of Art University**

Online Instructor [summer semester]

Jun 2010 – Aug 2010

Held lectures and discussions on the various aesthetics of storyboarding, film-making, character design and colour theory. Gave students constructive feedback on assignments and suggested alternate solutions to help develop critical thinking and visual problem-solving skills.

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**Toronto, Ontario,  
Canada**

## **1188 Films**

Storyboard/Pre-production artist

Revised storyboards for a James Morrison ft. Nelly Furtado music video, "Broken Strings". Digitally painted custom murals in advertisement for designer doll company MIXIS. Storyboarded commercial spots for Motts Clamato product. Assembled hand-made props for puppet show-based Capital One commercials, also storyboarded all three commercial spots for the producer, director, and their clients.

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Toronto, Ontario,  
Canada

2003 – 2007

## Switchstance Inc.

Lead Colourist

Assisted in NIKE studio project for US advertising campaign. Complied model sheets and coloured cells for flash animation trailer. Digitally rendered sequential work published in IMAGE Comics. Took small roles in commercial projects for Microsoft and Hewlett Packard. Wrote pitches for possible future marketable projects

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Toronto, Ontario,  
Canada

Sep 2002 – Apr 2004

## Shadowness

Art Community Manager

Moderating community forums, organizing articles and investigated/managed user-submitted reports of copyright abuse and plagiarism.

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Toronto, Ontario,  
Canada

Jan 2002 – Apr 2003

## Sunscript Studios

Intern

Promoted studio projects online and in public conventions. Drew background layouts for flash animations. Worked on sequential colour separations and background renders. Promoted to assistant colourist position and assisted in foreground rendering.

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## EDUCATION

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Oakville, Ontario,  
Canada

Sep 2003 – Apr 2007

## Sheridan College

Bachelor of Applied Arts in Animation

Four-year program that encompasses a wide variety of specialties for the entire animation pipeline - this includes traditional and digital animation, storyboarding, layout, background painting, visual development and character design.

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Toronto, Ontario,  
Canada

Sep 2009 – Apr 2010

## Seneca College Of Applied Arts And Technology

Post-Graduate on 3D Game Art and Animation

Covers the entire gaming pipeline from concept to working directly with the Unreal game engine to create and manage assets. Students are then tasked to create a pitch that will eventually become a group mod project where each person is assigned a role in the pipeline and are graded on individual assets as well as overall teamwork.

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## LANGUAGES

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English (Native), Cantonese (Fluent)

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## SKILLS

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3ds Max, Adobe Aftereffects, Adobe Photoshop, Adobe Premiere, Art Direction, Character Design, Concept Art, Environment Design, Game Development, Matte Painting, Motion Comic Cinematics, New Media, Speedpainting, Story Reels, Storyboarding, Visual Development, ZBrush