

MELISSA CHO

MELISSACHO.NET
MGCHOART@GMAIL.COM

SKILLS

- Strong draftsmanship and understanding of story and design to bring director's visions to life
- Excellent understanding of creating informed designs based off experience in a variety of roles within animation pipelines
- Ability to adapt to different styles while maintaining high quality in work
- Self-motivated, task-oriented team member with the ability to manage and prioritize multiple assignments based on critical needs

EXPERIENCE

Development Artist — Industrial Brothers

JULY 2023 - OCTOBER 2023

- Conceptualized story-driven key paintings with new environments and characters
- Developed characters and props based off established IP in a new and improved style, attitude, and setting

Senior Designer — Industrial Brothers

JULY 2021 - FEBRUARY 2023

- Designed characters, sets, and props for upcoming 3D series (Moonbug).
- Developed playful, educational set designs to reflect episodic nursery songs.
- Ensured designs translate well in 3D by working closely with Art Director and Modeling Supervisor.
- Worked closely with directors/producers for additional freelance design development for unannounced projects.

Illustrator, Junior Art Director — Linetest Collective

OCT 2020 - JULY 2021

- Developed multiple pitch decks with a focus on visual storytelling to clients such as Takeda and Thrifty Foods.
- Led character art direction and built style guide documents for animation team for Esophacrew (2021).
- Onboarded team members on how to work in an unfamiliar software new to the company (Toon Boom Harmony) through detailed documents and tutorial sessions; Assisted in animation and background artwork on top of character designs.
- Developed internal projects/illustrations with goal of boosting agency's social media presence, while reflecting agency's culture and ethos.

Book Illustrator — Annick Press

The Bare Naked Book (2021) by Kathy Stinson



TECH SKILLS

Photoshop
Illustrator
Clip Studio Paint
Toon Boom Harmony
Animate
Blender
Autodesk Shotgrid

SOCIALS

[linked.com/in/mellocho](https://www.linkedin.com/in/mellocho)
[instagram.com/mello.cho](https://www.instagram.com/mello.cho)

EDUCATION

The Art of Color and Light
CG Master Academy
Spring 2019

Master Class: A Day in the Life of an Art Director
Youth Media Alliance and Women in Animation
Fall 2018 - Winter 2019

Bachelor of Animation
Sheridan College
Fall 2013 - Spring 2017

French Immersion
Mother Teresa; St John's
8 years of Immersion Education

Character Designer — WildBrain

JULY 2019 - MARCH 2020

- Character Design for '*Polly Pocket*' Season 2 (Mattel)
- Provided additional background layout and prop design when needed

Prop/Assistant Character Designer — Titmouse

JUNE 2017 - JUNE 2019

- Prop Design for '*Archibald's Next Big Thing*' (Dreamworks/Netflix)
- Character Clean-up for '*Cleopatra In Space*' (Dreamworks/Netflix)
- Animator for '*The Epic Tales of Captain Underpants*' (Dreamworks/Netflix)

Freelance 2D Game Illustrator — GameLoft Toronto

JUNE 2016 - SEPT 2016

- Promotional illustration for '*Disney Magic Kingdoms*' mobile game (Disney/Pixar)
- Painted renderings overtop low-poly 3D assets for promotional purposes

Intern — Chuck Gammage Animation

SUMMER 2016

- Inbetweener for '*Middle School: The Worst Years of my Life*' (2016)
- Key Pose Revisionist for '*Mysticons*' (Nelvana)

