

MELISSA CHO

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Profile

Ambitious and innovative concept artist with a passion for charming games, environmental storytelling and appealing characters. Extensive teamwork and executive leadership experience within 3D and 2D animation productions; results-driven self-management skills through personal creative projects; and a love for connecting and supporting others through direct and open communication.

Eager to join a creative team that shares the same love for indie games and artistry in a dynamic and engaging role!

Hard Skills:

- Google Suite (Documents, Sheets, Jamboard, Slides)
- Microsoft Office 365 Suite (Excel, Word, Powerpoint)
- Adobe Creative Suite (Photoshop, Illustrator, Premiere Pro, Audition, After Effects)
- Autodesk Shot Grid
- Notion
- Blender
- Discord
- Salesforce
- Trilingual (Native English, French Immersion, Native Korean)

Soft Skills:

- Honest, positive, and professional communication skills to maintain a positive and lasting professional impact.
 - High emotional intelligence to provide patient and professional communication
 - Disciplined time-management techniques and high attention to detail
 - Exceptional leadership adaptability and ability to provide efficient scheduling support on a case-by-case basis
 - Kind and energetic front-facing people skills
 - Brings creative alternative solutions for day-to-day obstacles and budgets based on past successful results.
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Experience

De Mello Palheta Coffee / Barista

JUNE 2023 - MARCH 2024, TORONTO

- Exuded exceptional customer service, interpersonal skills, and teamwork on a daily basis with enthusiasm, positive attitude and a bright sense of humour.
- Onboarded and trained baristas new to the company within a fast-paced environment, with a focus on maintaining high standards of De Mello specialty coffee, while sharing resources and tips only learned through hands-on experience.
- Team- and self-motivated quality control and maintenance of a clean fully-stocked station, providing support and communication to team-members and management for updates and concerns, and following organization standards and sanitation regulations.
- Improved quality in cafe experience by implementing smooth changes, modifying workflows to better suit changing seasonal and customer demands.

Industrial Brothers / Development Artist

Dino Ranch Spin-off Series, Unannounced Children's Series (x2)

JULY 2023 - OCT 2023, TORONTO

- Collaborated closely with Producer, Series Director, and Art Director to develop original story and concept art for new and recurring characters, environments, and props to fit and enhance the established art world.
- Delivered high-priority concepts to the Art Director with minimal supervision using Adobe Photoshop and project management spreadsheets in Google Sheets and Autodesk ShotGrid.
- Contributed to the development of design documents and pitch packages - consistent high quality in work deliveries built confidence and trust from clients, producers and directors.

Titmouse LA / Assistant Character Designer

Unannounced Adult Series

JANUARY 2024 - MARCH 2024, FREELANCE

- Demonstrated discretion and high security understanding for confidential projects.
- Responsible for character rotations, turnarounds, special poses, and prop designs for upcoming unannounced adult animation series that is design viable for animation and style budget

Industrial Brothers / Senior Designer

Little Baby Bum: Music Time (Moonbug Entertainment)

JULY 2021 - FEBRUARY 2023, TORONTO

- Delivered high-priority assignments to Art Director with minimal supervision using project management spreadsheets in Google Sheets and Autodesk ShotGrid.
- Collaborated with the wider art and production teams to help problem solve and push for quality throughout model designs
- Designed original characters, sets, and props that pushed charisma and aesthetic while still staying appropriate to modeling and animation budget.
- Executed changes on design based on close collaborative feedback from art director and 3D modeling supervisor.

Linetest Collective / Illustrator, Junior Art Director

OCTOBER 2020 - JULY 2021, VANCOUVER

- Brought high budget project to agency with successful freelance work; Led character art direction and built style guide documents for animation team.
- Contributed and developed multiple design documents and pitch decks with studio team of artists, producers, and directors, with a focus on visual storytelling and advertising illustration, to large clients such as Takeda, WWF, and Thrifty Foods.
- Successfully onboarded and taught a team of 5 artists on how to work in an unfamiliar software new to the company (Toon Boom Harmony) through tutorial sessions and animation/character drawovers.
- Developed internal projects with the goal of boosting the agency's social media presence, while promoting local Vancouver businesses.

WildBrain Vancouver / Character Designer, Background Layout Artist

Polly Pocket Season 2 (Mattel)

JULY 2019 - MARCH 2020, VANCOUVER

- Developed appealing character designs that improved and built upon the established world and merchandise of Polly Pocket.
- Created believable and structural character/prop rotations, mouth charts, and model sheets for the animation team.
- Assisted Art Director with backup tasks and supervising team members; assisting in background/prop departments.

Children's Book Illustrator

The Bare Naked Book, 2021 Edition, written by Kathy Stinson

JANUARY 2021 - JULY 2021, ANNICK PRESS

Unannounced Debut Book, written by Edwin Dumont

JANUARY 2024 - JUNE 2024, SECOND STORY PRESS

Previous Experience also includes:

Prop and Assistant Character Designer (Titmouse Vancouver)

Cleopatra in Space (Dreamworks TV), Archibald's Next Big Thing (Netflix)

Junior Animator (Titmouse Vancouver)

The Epic Tales of Captain Underpants (Netflix)

Marketing Team Member (Sheridan Student Union)

Volunteer Work

Assistant Production Manager / 2015-2016 Sheridan Group Film

No Goblins Allowed (2015-2016)

Industry Day Team Lead / 2017 Industry Day Committee

2016 - 2017, OAKVILLE

Student Council President and Member / Sheridan Animation Student Council

2013 - 2017, OAKVILLE

Education

Youth Media Alliance and Women in Animation / Master Class: A Day in the Life of an Art Director

FALL 2018 - SPRING 2019, VANCOUVER

CG Master Academy / The Art of Color and Light

SPRING 2019, REMOTE

Sheridan College Institute of Technology / Bachelor of Arts and Animation / 3.9 GPA

FALL 2013 - SPRING 2017, OAKVILLE