



ALEXANDER YI-XUAN HE

Visual Development & Illustration

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Education

ArtCenter College of Design, Pasadena CA, USA

B.F.A. Illustration/ Entertainment Arts (Fall2017-Fall2022)

Experience

Gear Studio 齿轮映画 & MOREFUN Studios by Tencent Games 腾讯魔方工作室
– Visual Development Artist (Freelance)

Visual Development for environments. Lighting Keys, Concept Art, Prop Design, Layout Design for Naruto Mobile (CN) animation short

April 2022 – June 2022 (work remotely in the US)

Lingxi Games Inc. 灵犀互娱 & Iron Fan Studio 铁风扇
– Background Designer (Freelance)

Background Designer for an online game cinematic animation short

“仙剑·缘起 The Sword and the Fairy – The Origin”

Feb 2022 – May 2022 (work remotely in the US)

WinSing Animation 咏声动漫 GUANGZHOU, CHINA
– Visual Development Artist

Visual Development for an unannounced feature animation

“落凡尘 FALL INTO THE MORTAL WORLD” (2024)

March 2021 – Dec 2021

WinSing Animation 咏声动漫 GUANGZHOU, CHINA
– Visual Development Artist

Visual Development for an unannounced TV animation series

“TeamSteam” (超学先锋) Season 5–6

Jan 2021 – Feb 2021

YANG ZHIGUANG ART GUANGZHOU, CHINA

Instructor for Digital Design with Procreate / Portfolio Design Lab

Summer 2020

ArtCenter College of Design – Teaching Assistant

Creative Perspective, Robert Hunt

Summer 2019

Relevant Coursework

Visual Development with Noah Kloczek

Create Visual Development work focusing on specificity and clear storytelling

World Building 3 with Zac Retz

Learning about Visual Development in feature animation

Project Studio Class with Bill Perkins

Independent study with Bill Perkins on creating a Visual Development Portfolio

Skills

Skills: Background Design, Background Painting, Color Keys, Prop Design

Digital: Adobe Photoshop, Blender, Illustrator, InDesign, Procreate

Traditional: Gouache, Watercolor, Graphite

Interests: Sports, Traveling, Nature, Movies, Music, Plein air painting,

Languages: English, Chinese, Cantonese