

CHRISTINE CHOI

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EDUCATION **Bachelor of Arts**, Illustration (2007) Oakville | Ontario

SKILLS Proficiency in : Adobe Photoshop, Corel Painter
Working knowledge: 3DS Max, MODO, Adobe Aftereffects

EXPERIENCE **Christine Choi Illustration**, Owner 03.2015 – present | Seattle
Freelance concept art and illustration services.
Clients include:

Wizards of the Coast	Magic the Gathering	Card illustration/concept art.
Blur Studios	(TBA) Unannounced title	Concept art for short film.
	(TBA) Unannounced IP	Concept art for video game.
DHX Media	(TBA) Unannounced title	Concepts for animated film.
Ember Entertainment	(2015) Empire Z	Marketing artwork/UI assets.
	(2015) Commanders	Marketing artwork/ UI assets.

5th Cell Entertainment, Senior Concept Artist 01.2013 – 03.2015 | Seattle
(TBA) Unannounced IP Concept art for pre-production.
(2013) Scribblenauts: Game cover artwork and marketing illustration.
Unmasked 2D art assets for animated narrative sequence.

THQ Montreal, Concept Artist 01.2011 – 12.2012 | Montreal
(TBA) 1666 Concept art for pre-production.
(TBA) Unannounced IP Concept art for pre-production.
(2012) Darksiders 2 Concept support for production. (insource for Vigil Games)

EA Montreal / Visceral Games, Concept Artist 05.2010 – 12.2010 | Montreal
(TBA) Unannounced IP Concept art for pre-production.
(2013) Army of 2: 3 Concept art for pre-production.

Udon Entertainment, Senior Artist 01.2003 – 12.2010 | Toronto
Illustration service for various clients.

Blizzard	(2007) World of Warcraft: TCG	Card illustration.
Capcom	(2003-2006) Streetfighter	Comic artwork/ compositing.
	(2004) Darkstalkers	Comic artwork/ compositing.
	(2004) Capcom Fighting Jam	2D in-game art assets.
Wizards of the Coast	(2013) Dungeons & Dragons	Tabletop game illustration.