

Lap Pun Cheung

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Objective

I am an aspiring artist wishing to work in the digital entertainment industry as this is where my passion lies. I think I have the ability to contribute greatly to many types of development projects. Some of my work, which can be seen on my website: www.clpdesigns.com, demonstrate the variety of styles and content I can produce. I am also easily able to develop new skills should a task require it.

Personal

From an early age I spent much of my time drawing and I still do as this is one of my main passions in life. In my high school years I was a much more traditional artist, working oils on canvas, acrylic, chalk, etc but lately I have become a digital painter. Outside of art, my main interest is games although I thoroughly enjoy films and animation, especially those of the science fiction genre. The things that inspire me most are usually drawn from these films and games.

For more information and details on awards visit the website.

Academic Qualifications

School: University of Huddersfield 2011

Course: BA Computer Games Design

School: Leeds College of Art and Design 2007

Course: Foundation Diploma in Art and Design [Grade : Merit]

School: Leeds Grammar School 2006

A Levels: Art & Design [Grade : A] . Design Technology [Grade : A] . Physics [Grade : D]

Work Experience

Visit the website for more details.

[April 2010 - Oct 2011]

Freelance Artist & Illustrator

I had worked on a game with Smokestack Studios which mostly involved touch-up work and resizing work following on from assets produced by myself at x48 Huddersfield 2010, for an iPhone version of the game called "Aaaaah! Foot!" I have also worked on book illustrations for another client. Most recently I have worked on a small revamped Facebook version of "Aaaaah! Foot!" called Dodgefoot.

[Sept 2009 - Aug 2010]

Company: Canalside Studios

Position: Artist/Designer placement

I was a general artist at Canalside Studios. Since the studio is very small the artists, myself included, perform a multitude of task from across the entire art production side of games development, ranging from concept art to 3D modelling and animation. (Mainly 2D work.)

Skills

I have a wide spectrum of skills however primarily my main skill is digital painting. I can also speed-paint, create storyboards, do both low and high poly modelling, sculpt with zBrush and I have some basic texturing, rigging and animating skills. I also have other digital media skills which including film editing and production with some minor work in cinematography.

Software Experience: Adobe After Effects, Dreamweaver, Flash, InDesign, Photoshop [Primary Skill], Premiere Pro, Soundbooth, Autodesk 3ds MAX. Pixologic zBrush. UV Layout, Microsoft/Open Office

References

Ruth Taylor
Manager

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Janis Sims
Client

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