

NICHOLAS FOONG

Conceptual Designer / Illustrator

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EXPERIENCE

The Odd Gentleman – *Designer*

May 2020 - May 2021

- Ideations for Creatures / Set pieces / Points of Interest / Puzzle Ideas etc.
- Environmental Concept Art Illustrations

Mousetrappe – *Designer*

Feb 2020

- Matte Painting for upcoming media show

Mycotoo – *Designer*

Aug 2019

- Illustrated a series of black and white POVs

Moon Bandits Pte Ltd – *Designer*

July 2019

Project - Unannounced

- Character Design for IP

Rehab Inc – *Designer*

Aug 2019 - October 2019

Project - Unannounced

- Design work for IP

Jim Henson Creature Shop – *Designer*

June 2019 - Ongoing

- Character / Creature Design for various Television Productions

Steadman Design Studio – Designer

Dec. 2017 - Dec 2019

Project - Various Parks

- Designed exterior facades for rides, FnB, queue lines and other areas
- Conceptualised POIs
- Illustrated POVs
- Storyboarded ride experience
- Illustrated renderings for walkaround characters

Studio Internal Project - IP development

- Conceptualised and designed stories, characters and environments for original IPs
- Created pitch deck based on original IP

Studio Internal Project - TinkerTown Roundride

- Conceptualised the look/design of TinkerTown along with the rest of the design team
- 3d modelled the land
- Assisted in the fabrication of 1:65 scale display model through 3d printing, painting, and assembly of buildings, ride, and base.

Opak Creative – Designer

Jul. 2017 - Nov. 2017

Project - MNC Park

- Designed and coloured interior and exterior elevations for attractions and rides.
- Designed, coloured and created orthographic drawings for parade floats.
- Assisted with creating material callout pages for attractions and rides for the art director's package.

SKILLS

Adobe Photoshop, Zbrush, Blender, Modo, SketchUp

EDUCATION

ArtCenter College of Design - Pasadena, CA

2013 - 2017

Entertainment Design, B.S. with Honor