

# Calvin Armstrong

*Illustration, visual development*

## Contact:

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## Portfolio:

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## EDUCATION

### **SUNY Fredonia** — *BFA Animation/Illustration*

AUGUST 2019 - MAY 2023

## EXPERIENCE

### **Freelance Work**

SEPTEMBER 2017 - PRESENT

I've been taking private commissions since 2017, working with clients individually on illustration pieces.

### **Draconic Entertainment** — *Concept Artist*

FEBRUARY 2019 - OCTOBER 2019

I worked with an indie video game company in art asset making. I made banners for social media, game UI, as well as a few character designs.

### **Video Game Development Club** — *Concept Artist, Public Relations*

JANUARY 2020 - MAY 2023

I was an e-board member with my college's video game development club. I helped to run meetings and assign tasks to our members, as well as create character designs and assets for the games. I also created illustrations to advertise our club.

### **Wee Tattie Studios** — *Creature Concept Artist*

FEBRUARY 2024 - PRESENT

Designing hybrids based on various North American animals. I create design sheets as well as orthographic sketches for use by 3D artists.

## SOFTWARE

Adobe Suite

Clip Studio Paint

Blender 3D

Cinema4D

Microsoft Suite

## LANGUAGES

English Native

## CV

- Video Game Development Club - Concept Artist, Public Relations (2023)
- Exhibition, Marion Art Gallery (2022)
- Exhibition, Emmitt Christian Gallery (2022)
- 24-Hour Animation Contest - Lead Animator for team Sky Kids (2021)
- Draconic Entertainment - Concept/UI Artist (2019)
- NYSATA Olympics of the Visual Arts - Illustration Category - Most Creative Award (2017)