



SOOMIN OH

Illustrator & Concept Artist

(+1) 778-686-0992 | soojadeart@gmail.com | www.soojade.art

First generation Korean-Canadian artist with an immense love for all things related to games. Implements innovative perspectives to concepts, developing high-quality, immersive worlds; through characters, environments and props.

LANGUAGES

English, Korean

SOFTWARES

Adobe Photoshop



Clip Studio Paint



Procreate



Adobe Illustrator



Adobe Indesign



INTERESTS

Literature, Music, Games,
Learning

SKILLS

Collaboration, Adaptability,
Organization, Communication,
Strong Work Ethics

EDUCATION

Sep 2017 - May 2021

Emily Carr University of Art and Design | BFA degree in Illustration

Sep 2019 - Dec 2019

Lesley University | Student Exchange Program in Illustration

May 2021 - Jul 2021

Brainstorm School | DC1 : Design with Light and Color

EXPERIENCE

Feb 2018

ECUAD GAME JAM | Prop Artist

Created weapon designs for fictional game.

May 2020 - Oct 2020

CHAMOMILE PRESS | Illustrator for “*Taste of Home (Vol. 2)*”

Designed full spread illustration for recipe zine.

Nov 2021

GITHUB GAME JAM | Character Artist for “*Actias: The Path of Light*”

Illustrated and animated character and assets for platform game.

Dec 2021

FREELANCE | Character Artist for “[*Potato*] Project”

Concepted and illustrated characters for unannounced open-world RPG.

Dec 2021 - Present

FREELANCE | Concept Artist for “*Untitled Project*”

Designed and illustrated client’s character for unannounced action game.

PERSONAL PROJECTS

Nov 2021 - Dec 2021

‘Ghost-o-poly’ (Parody of Monopoly, board game)

Designed and illustrated box cover, game board and in-game currency.

Dec 2021 - Jan 2022

‘3AM’ (Parody of UNO, card game)

Illustrated character art for card design.