

# Rex Ma

CHARACTER DESIGN ARTIST

San Francisco, CA

Character, Creature, and props design

## Experience

Character design

San Francisco  
Apr 2018 - Present

### AdaptedMind

Design characters and create assets ready for AE animation, character achievement badges for interactive game AdaptedMind works on. □

concept artist

San Francisco  
Oct 2018 - Oct 2020

### Electronic Arts

props design, furniture design, colour variation, arrange assets sheet for the Sims4

concept artist

San Francisco  
Sep 2016 - Dec 2017

### Class Dojo

Break down scenes from the script and working with the director, storyboarding with the animatic. Design monster characters for the animation shorts and mobile app.

2D artist

San Francisco  
Apr 2015 - Jun 2015

### Sanzaru games

Paint the world map for Sonic Boom: Fire & Ice on N3DS

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sketch artist

**Red Giant Studios**

San Francisco

May 2008 - Sep 2008

Education

Master of Fine Art- Visual Development

**Academy of Art University**

San Francisco

Jan 2009 - Dec 2011

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