Rex Ma

CHARACTER/CREATURE DESIGNER

San Francisco, CA

Character, Creature, and props design

Experience

Creature Designer

Trigger XR

Los Angeles
May 2020 - Sep 2020

Creature design for an interactive game at D23. Avatar: The Way of Water

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Character design

AdaptedMind

San Francisco
Apr 2018 - Present

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

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concept artist

Electronic Arts

San Francisco
Oct 2018 - Oct 2020

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

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concept artist

Class Dojo

San Francisco
Sep 2016 - Dec 2017

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

Sanzaru games

San Francisco
Apr 2015 - Jun 2015

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

Education

Master of Fine Art- Visual Development

Academy of Art University

San Francisco
Jan 2009 - Dec 2011