



Marcus Soh
 Concept artist & Illustrator
 Graduate from 3dsense Media School

DOB: 21/07/1996
 Gender: Male
 Nationality: Singaporean
 Languages: English, Mandarin

CONTACT **PORTFOLIO**

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EXPERIENCE

2021 - Current: Freelance Digital Artist
Commissioned to illustrate art that is used for in-game UI and story scenes. (props & creatures)
Commissions to illustrate D&D player characters with background.
Commissions to design and illustrate digital logos and banners.

2016 - 2022: Military Intelligence Specialist
Collect and analyze data to support operations. Provided precise and timely reports. Worked collaboratively in a team, adapting to high-pressure environments.
Publicity as secondary responsibility. Designed and illustrated graphic materials like logos, posters & banners. Produced graphic medias for events at a formation level.

EDUCATION

2023 - 2024: Specialist Diploma in Media Graphics
3dsense Media School

2022 - 2023: Diploma in Media Concept Design & Illustration
3dsense Media School (3.39 gpa)

2020 - 2022: Foundation & Design Track
CG Master Academy, online education

2013 - 2016: Diploma In Game & Entertainment Technology
Temasek Polytechnic

REFERENCES

Cong Yeo
 Chief Reviewer/Program Director
 Email: yeoqc@3dsense.net

Richard Seah
 Game Developer
 Email: richard.seahmd@gmail.com

PROJECT

(Personal)
2023 - 2024: SANGUINE, Shadows Among Us
IP World-building for game/animated tv series. Created concept art of characters, environment and props by incorporating the visual aesthetic of Arcane, Dishonoured and Valorant. Brainstormed and wrote story arcs for one season.

Online Portfolio
marcussohart.com

SKILLS

Concept Art
Developed 2D and 3D skills to create original designs and artwork with a generalist approach. Adept at following specific art directions to ensure a cohesive visual style.

Team Player
Consistently humble, eager to learn and receptive to feedback. Enthusiastic about collaborating with other creatives so as to achieve the best results.

Industry Workflow
Comprehensive understanding of the industry. Have a thorough knowledge of each phase of the game production pipeline.

Other skills:
 Graphic Design Presentation Research
 Leadership Management Mentoring
 Creative Problem Solving

SOFTWARE

Photoshop After Effects Premiere Pro
 Zbrush Blender

ACHIEVEMENT

2024: ROOKIE AWARDS 2024
 Rookie of the Year - Concept Art (Rank C)