

Jamel Chester

2D Character Design

Contact

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Education

Academy of the Arts University
San Francisco, CA
School of Animation & Visual
Effects
Major: Fine Arts, emphasis on
2D Animation and Graphic
Design

Software Skills

Adobe Photoshop
Toon Boom Harmony
Adobe Premiere Pro
Microsoft Suite
G Suite
Blender
Maya
Adobe After Effects
Adobe Media Encoder

Qualifications

Character Design
2D Animation
Perspective Artist
Concept Artist
Graphic Design (Print
or digital)

Objective

Character designer with a passion for expressive and a diverse style with heavy influence from anime.

Experience

Character Design, Character Concept Art, Perspective Artist, 2D animator, and Graphic Designer

Strengths:

- **Strong Foundation in Art:** Figure Drawing, Clothed Figure Drawing, Perspective, Heads and Hands, Color Fundamentals, and Anatomy
- **Creative Process:** Currently, I am writing and designing characters for my project series titled The Haunted Play School
- **Passion for Character Development:** I focus on body proportions, anatomy, and size lengths, and demonstrate a deep interest in understanding and creating unique characters.
- **Content Creator:** I created a flyer for the Juneteenth celebration in 2023, illustrations for a book titled: Make It Happen, Push Through: Journal for Teens, and I am currently illustrating a picture for a wedding