



ALESSIA FINOS

VISUAL DEVELOPMENT

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Kingston, Ontario (Open to relocation)

PORTFOLIO: WWW.ALESSIAFINOSART.CA

PROFILE

Looking to grow in a dynamic production teams as a concept artist/visual development artist. As an artist i strive for organization in my work and i aim to always push myself further.

When faced with hard challenges and opportunities i thrive in order to further my knowledge and skills.

SKILLS

Highly Skilled in Adobe Photoshop, Procreate, Clip Studio Paint, Harmony, Storyboard Pro, Blender

Skilled in Planning, Communication, Time Management, Organization and Adaptability

WORK EXPERIENCE

PitStop, Seneca 3D Student Film

SEPT 2025-APRIL 2026

Prop Designer & Social Media Manger

- Created and designed prop rotations to guide modelers in the development process.
- Curated several illustrations, edits, slogans and social media posts for "Pitstop".

The Magic Show, Seneca 3D Student Film

SEPT 2025-DEC 2025

Prop Designer, Location Designer and Illustrator

- Designed the main hero prop for the film.
- Designed the concept art for main interior location.
- Illustrated multiple drawings to fill the walls in the 3D location.

Splash Tower Defense 2D Itch.io Game

MAY 2025

Character Designer, Location Designer, Splash Artist, & Assets Designer.

- Designed the main characters & multiple views for the in game.
- Designed Main location, level art, and splash art for main home screen
- Designed all the assets and graphic design logos used in game.

The Figure of Boolach Beach, Seneca Toon Week Short Film

FEB 2025

Layout Artist, Bg Painter, Marketing Lead.

- Designed layout based on storyboard & painted in the style of “Puffin Rock”.
 - Created and designed several promotional images & key posters in the style of “Puffin Rock”.
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EDUCATION

Seneca Polytechnic College - *Advanced Diploma in Animation* **Sept 2023 - April 2026**

Specialization in Visual Development with a 3.7 GPA

References provided upon request.