

Ally Rom Colthoff

Designer, Illustrator, Writer

ally.romcolthoff@gmail.com

EXPERIENCE

Bloom Digital Pictures, Toronto — *Background Painter*

June 2024 - October 2024

Used Adobe Photoshop and Clip Studio Paint to produce detailed backgrounds and props for incorporation into game via Unity.

CS&P Architects, Toronto — *Graphic Designer*

June 2023 - Present

Use Adobe Photoshop, Illustrator, and InDesign to lay out graphic and marketing material. Worked on RFP preparation: read RFPs, assembled requirements, laid out and formatted responses using precedent RFP's and image library, cross checked technical requirements, and final copy editing.

Utilizing Sketchup, EnScape, and Photoshop to create project renderings.

Jam-Filled Entertainment, Toronto — *Designer*

2021 - 2023

Working from scripts and directions from showrunners, created designs for props, character costumes, and background elements in 2d preschool animated series.

Jam-Filled Entertainment, Toronto — *Texture Artist*

August 2017 - 2021

Unwrapped UVs and used both painting and procedural techniques to create colour, normal, specular and bump maps for characters, props and sets.

Guru Studios, Toronto — *Texture Artist*

September 2012 - March 2017

Unwrapped UVs and used painting and procedural techniques to create colour, normal, specular and bump maps for characters, props and sets. Used Autodesk Maya, Photoshop, ZBrush, Substance Painter, and UVlayout.

TEACHING

Centennial College, Toronto — *Perspective Drawing, Digital Painting, Graphic Design*

September 2023 - Present

Instructed students in the Game Arts program, using Photoshop and Adobe Illustrator and teaching principles of drawing, painting, and creating appealing designs.

SKILLS

Trained in traditional artistic techniques using a variety of mediums, with a focus on creating designs and compositions that strengthen narrative, incorporate style goals, and support intended themes.

Experienced in book layout, illustration, and other graphic work for promotion and marketing uses, both print and web.

SOFTWARE

Adobe Photoshop, Illustrator, InDesign.

Autodesk Maya, Mudbox, Substance Painter and Designer, Mari, Zbrush.

Rendering engines: Vray, Mental Ray, Redshift.

REFERENCES

Julio Del Hierro, Assets Department Head, Jam-Filled Entertainment
Julio.DelHierro@jamfilled.com

Private lessons, Various — *Acrylic Landscape Painting*

2016 - 2022

Taught the fundamentals of plein air landscape painting.

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EDUCATION

Sheridan College, Oakville — *Certificate of Computer Animation*

2012

NSCAD University, Halifax — *Bachelor of Fine Arts*

2008-2011

Rhode Island School of Design, Providence — *AICAD Exchange*

2010

PROJECTS

Wychwood — *Graphic novel*

2017 - present

Ongoing science fiction graphic novel. I write, illustrate, manage marketing online (creating graphics and text copy for social media), and lay out the material for collection in print via InDesign.

Screen Tones — *Podcast*

2022 - present

A discussion podcast about webcomics, covering all aspects of the medium, from planning and pre-production, to art, to marketing and merchandising. I am a co-founder and regular speaker.

Toronto Comic Anthology — *Short Stories, Various*

2015 - 2024

Collaborated with other artists and writers to create collections of short illustrated stories set in Toronto, which are then compiled into anthologies and printed for distribution online and at in-person events.

Plein Air paintings — *Fine Art series*

2010 - present

A series of acrylic on canvas landscape paintings, painted from observation on location.

Chirault — *Graphic novel*

2007 - 2018

5-Volume high fantasy graphic novel series. I wrote, illustrated, managed online marketing, and did prepress for the collected print volumes.