Alan Bay

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An independent artist since 2012, specialized in comic illustration and storytelling. Previously a video game artist, with experience in character and level design.

Key Projects/Awards:
• **The Intertidal Adventures of Biogirl MJ (WS)** – BEST EDUCATIONAL TITLE 2023 Winner
• **Screen Smart, Growing Up in the Digital Age (WS)** – BEST YOUNG PERSONS TITLE 23 Finalist
• **Sacred Guardians (Asiapac Books, tokuAsia)** – Best Audio Book Award 2022 nominee
• **Pioneers of Singapore (Asiapac Books)** – Kids Choice Awards, Singapore Book Publishers Association 2022
• **Dirty Money board game** - Top Gold Award, International Serious Play Competition 2022
• **Once Upon a Singapore… Traders**- Nominated for Singapore Book of the Year 2019
• **Places: a graphic anthology** Selected artist, National Library Tampines 2016
• **HAZE@SG** – No.1 download free app in SG in 2015
• **SCNF Coopow Comic Competition 2014** First Place Winner
• **Silent Manga Audition International 2015** Honorable Mention
• **NAC First Writer Initiative 2007** Selected recipient

Smallguydoodle (Jul 2012 – Present)
Titles includes:
• **Might, Magic & Monster-in-Laws comic anthology** -Organizer, Editor
• **OUR SINGAPORE RIVER** - Artist
• **The Intertidal Adventures of BioGirl MJ (World Scientific)** – Artist
• **Screen Smart, Growing Up in the Digital Age (World Scientific)** – Co-Writer, Artist
• **Adventures with Germs and Your Health (World Scientific)** – Artist, layout
• **My World Comic Anthology (SG Cartoon Resource Hub)** – Layout, editor
• **Nature, A Green Comic Anthology (National Library)** – Instructor, editor
• **Treasure Seekers series 1 (World Scientific)** – Artist, layout
• **Guss' Gustsy Adventure (World Scientific)** – Artist, layout
• **Siri Mahir Mirza 1 & 2 (Ugenpen, Maria Mahat)** – Artist
• **Zombie Life Insurance (Capital Gains Studio)** – illustration, graphic design
• **Dirty Money board game (Capital Gains Studio)** – illustration, graphic design
• **Sacred Guardians (Asiapac Books, tokuAsia)** – Artist
• **Pioneers of Singapore (Asiapac Books)** – Artist
• **Debtzilla board game (Capital Gains Studio)** – background, villains, items design

• **Let's Cam-Paint @ SouthWest** (iOS/Android) – ingame graphics design

- **DeathRattlers comic** (digital/print) – coloring
- **Roccorocco Roshambo** (iOS) – concept, ingame graphics design
- **Oikonopolis** (iOS, Android) – concept, ingame graphics design
- **West Legends** (iOS) – concept, ingame graphics design
- **ChronoSgear** (iOS) – concept, ingame graphics design
- **HAZE@SG** – concept, graphics design
- **Weather@SG** – concept, graphics design
- **Preschool Story books illustrations/layout** – (MOE, Child Educational)

Comic art instructor with [ComixGuru](#) for primary and secondary schools (Jul 2012 – Present)

Artist, Ubisoft Singapore (Jul 2008 – Jun 2012)
Title: Ghost Recon Online
Roles: 3D environment models, textures, level integration, team
management (junior levels), project planning.
Release Date: 2011

Title: Assassin's Creed™ Brotherhood
Platform: PC, Xbox, PS3
Release Date: Fall 2010
Roles: Concept art (environments),2D Textures

Title: Prince of Persia the Forgotten Sands
Platform: PC, Xbox, PS3
Release Date: Jun 10
Roles: Concept art (environments), 2D Textures

Title: TMNT: Re-Shelled
Platform: Xbox live, PSN
Release Date: Aug 09
Roles: Character design,3d modelling, Texture-painting, Effect design, Cut Screen video
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CG Artist, Koei Singapore (Apr 2005- Apr 2008)
Title: Romance of Three Kingdom Online
Roles: 3d character modelling, texture painting.

Training at Koei Japan- Oct 2007- May 2008
Projects: MusouBB, Gundam Musou 2
Roles: 3d character modelling, texture painting.

Key Skills

Character and environment design Illustrations, Story boarding, Sequential art storytelling, book layout, 2D animation. Instructor.

Softwares

Photoshop, Illustrator, InDesign, Manga Studio, Freehand, Unity 3D, Artrage

Education

Nanyang Polytechnic 1997-2001 Diploma, Digital Media Design (Games)
Software: Photoshop, Illustrator, InDesign, Freehand, Unity 3D, Artrage

Video examples
https://vimeo.com/smallguydoodle

Artwork examples (Revamping)
http://www.smallguydoodle.com/comics

Instagram
Twitter