

ALEX CHO

Producer • Designer • Storyteller

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Stories await to be told. As a passionate media producer and designer with over 10 years of experience in the video game industry, my philosophy of achieving success in quality throughout my work is engagement by cultivating curiosity through stories that are evocative and provocative. Agile, adaptable, innovative, and a keen problem solver...I believe in accomplishing the best quality at the highest level with the most excellent results. Let me tell your story.

Professional Experience

Bioware - Austin, TX (October 2019 - Present)

- Senior Cinematic Designer
 - Drive, manage, and produce all aspects of cinematic production for Star Wars: The Old Republic Live service.

Bioware / Electronic Arts - Austin, TX (Sep 2012- May 2018)

- Video Producer / Senior Video Editor
 - Drove media creative for marketing campaigns and live service.
 - Delivered over 200 high quality marketing assets for Star Wars: The Old Republic, Mass Effect: Andromeda, Star Wars: Battlefront II, and Anthem.

Bioware - Austin, TX (Dec 2009 - May 2012)

- Assistant Cinematic Designer
 - Produced over 70 hours of in-game cinematics for Star Wars: The Old Republic.

Ato Ato Integrated Media Inc. - Shanghai, China (June 2006 - Dec 2006)

- Producer / Media Specialist
 - Produced, directed, edited, cinematographer for EPK material for multi-million dollar reality television show.

Design Force Intl. - Los Angeles, CA / Shanghai, China (Feb 2004 - Nov 2009)

- Graphic Designer
 - Managed multi-media department and spearhead digitization of the company

Interactive Software Experience

Star Wars: The Old Republic - Onslaught (2019)

- Senior Cinematic Designer

Anthem - (2018)

- Senior Video Editor

Star Wars: Battlefront II - (2017)

- Senior Video Editor

Mass Effect Andromeda - (2017)

- Senior Video Editor

Star Wars: The Old Republic (2012-2018)

- Senior Video Editor
 - Work includes expansions: Rise of the Hutt Cartel, Galactic Starfighter, Galactic Strongholds, Shadow of Revan, Knights of the Fallen Empire, and Knights of the Eternal Empire.

Star Wars: The Old Republic - Knights of the Eternal Empire (2016)

- Cinematic Designer

Star Wars: The Old Republic (2011)

- Cinematic Designer

Insurgency - (2004-2005)

- Audio Designer and 3D Modeler

Skills & Interests

- Proficient in both English and Mandarin Chinese
- Leadership and project management experience
- Technical experience in Frostbite, Hero Engine, Unreal Engine, Adobe Creative Suite, Final Cut Pro, Autodesk Maya, Davinci Resolve, Avid, Audacity, Shotgun Studio, Confluence, Hansoft, Jira
- Tukong Moosul Martial Arts Practitioner

Education University of Texas - Austin, TX - (2008-2011)

- Radio/Television/Film

University of Houston- Houston, TX- (2007-2008)

- Graphic Communication / Photography / Digital Media

Achievements Bioware Biovation - (2016)

- Awarded for excellence in teamwork.

Electronic Arts Employee Recognition Spot Stock Award

- Nominated and awarded by studio leadership for recognition of outstanding contributions and achievements.
- Awarded 2013, 2014, and 2019

Mccombs Short Film Contest (2009)

- Grand Prize Winner "Down to Business" Short Film.

References available upon request