

HANXI LI

Visual Development Artist & Character Designer

hanxili2020@gmail.com

INS @Hanxin Li

(626) 877-6453

<https://hanxili2020.myportfolio.com>

EDUCATION

ArtCenter College of Design, Pasadena CA — 2022

Bachelor Fine Arts in Illustration, Entertainment Arts, Minor in Business

EXPERIENCE

Jinjiang Literature, Beijing China —Character Designer

Spring 2021

Conceptualized and illustrated a character from a novel in Procreate and Photoshop for a trading card game design.

Independent Film BAI LING, CA United States —Concept Environment, Illustration

Fall 2020

Conceptualized the environment of the film. built 3D models and developed 5 environmental sketches using painting photobashing techniques.

Individual game design, China— Freelance Concept Design

Fall 2019

Conceptualized and illustrated creatures in Procreate and Photoshop for a video game.

COURSE PROJECTS

VISUAL DEVELOPMENT, ArtCenter College of Design — TERM 5

Did a set of visual development based on Phantom of opera.
Learned about the creative process of the entertainment industry.

STORYBOARD KEYFRAME CONCEPT, ArtCenter College of Design — TERM 7

Learned principles of storyboarding and narrative camera language.
Designed props, characters, storyline, storyboards and keyframes for the project.

SKILLS

Design & Presentation

Environment,
Prop Design,
Background Painting,
Layout drawing,
Character Design,
Storyboarding,
Visual development,
Color script,

Acrylic, Oil, Gouache, Watercolor,
Pencil, Marker, Pen and Ink

SOFTWARES

Adobe Photoshop, Procreate,
Adobe Illustrator, Maya, SAI,
Sketchup, Microsoft Word, Excel

LANGUAGES

English, fluent
Chinese(Mandarin), native



