


# Diana Zhongqi Li


## Character Concept Artist & Illustrator

 [artstation.com/mrrabbit](https://www.artstation.com/mrrabbit)

 [instagram.com/mrrabbit\\_art.psd/](https://www.instagram.com/mrrabbit_art.psd/)

 +1 (310) 592-9761

 [lzhongqi1999@gmail.com](mailto:lzhongqi1999@gmail.com)

 Arcadia,  
CA 91007

## Experience

### Riot China | Freelance Artist

Nov 2021 - Present | Shanghai, China (Remote)

- Complete character illustrations based on 3D models

### Riot China | Art & Publishing Intern at LoLM team

May 2021 - Nov 2021 | Shanghai, China (Onsite)

- Independently completed paintover posters and Key Frame for the League of Legends mobile game (LoLM)
- Completed art for two LoLM peripheral games, including environment painting and UI design
- Refined outsourcing art to project standards
- Completed modifications of Valentine's Day splash art and character design of a New Year's promotional video for LoLM Los Angeles headquarters

### Tencent LOL group | Freelance Concept Artist

Oct 2020 - Jan 2021 | Shenzhen, China (Remote)

- Completed character skin proposals for an unannounced project

### NetEase North America | Concept Artist Intern

May 2020 - Sep 2020 | Pasadena CA (Remote)

- Worked in Project Onmyoji, Immortal Conquest and an unproduced collaboration project between Netease and Marvel

## Education

### ArtCenter College of Design | B.S. Entertainment Concept Design

Jan 2018 (Transferred In) - Apr 2022 | Pasadena CA

### The Art Institute of Chicago | B.A. Film, Video, New Media and Animation

Aug 2017 - Dec 2017 (Transferred Out) | Chicago, IL

## Skills

Character Design  
Character Illustration  
Simple 3D Props

## Tools

### Proficient

Adobe Photoshop  
Procreate

### Intermediate

Blender  
Adobe Premiere

### Basic

SketchUp  
Maya  
Zbrush

## Languages

Mandarin (native)  
English (proficient)