

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

 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)