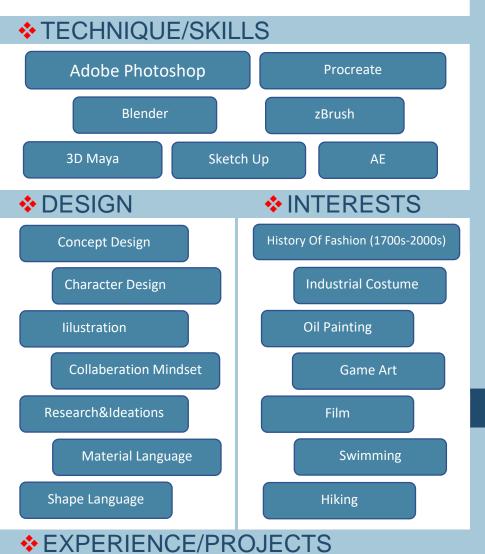
Van Li Concept Designer

SUMMARY

I'm looking for professional opportunities to continue to grow and create. Art Center has infused me with a passion to continue to learn from my colleagues, to collaborate, and to produce the highest quality of work. I would like to continue to feed my passion for design.

PERSONAL INFO



Illustrator, 2014-2017

Private clients varied widely, from restaurants and merchants to the Chinese government; included high-quality art assets and font design with consistent and effective communication skills.

-Simple Mistake-, Character Designer and Illustrator, 2020

Level one game demo for Electronic Arts in their game jam of March 2020, in which we developed the demo from blue sky to actuality in less than two days.

-King of the Elves-, Character Designer and Animator, 2019

Animated short in eight seconds produced in After Effects; Final assets included four characters, a king and three soldiers.



PHONE 626-376-1656

E-MAIL mailto:zvanli9@gmail.com

WEBSITE Van Li (myportfolio.com)

ACHIEVEMENTS/RESPONSIBILITIES

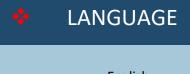
Departmental Scholarship for Portfolio Excellence.

Teacher's Assistant, Concept-Keyframe -Storyboarding, 2019.

Prof. Ricardo Delgado; syllabus preparation, in-class critique assistance, note-taking

Won The Best Art Award in Rose Valley Game Jam sponsored by Electronic Arts in March 2020.

Worked with ten random people from different fields(programmers, musicians, character designers, etc..). spending us half-day finishing the 1st level of an original game demo. We ended up we won The Best Art Award.



English

Chinese