



# ERICA LEE

## CONCEPT ARTIST AND ILLUSTRATOR

### WHO AM I?

Versatile LA-based artist passionate about creating journeys through art. Enjoys the collaborative process of taking a project from start to finish. Avid consumer of pop culture.

### CONTACT

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### EXPERIENCE

#### DESIGN

- 2+ years' as a concept artist; 6+ years' as an illustrator
- **Concepted and designed original IPs** with game development teams at Code Coven and Hand Eye Society focused on small, contained narratives with **engaging environment designs** and game play
- Helped imagine worlds and stories from sketches to final illustrations; maintained quality and consistency and **pushed set style further** - from environments, characters, creatures, props, and VFX
- Was a **primary illustrator** at Bentkey Ventures that set the design and style of an animated video series; created style guides and instructed illustrators on series look
- **Expanded environments and narrative worlds** based on story briefs at 9 Dots creating 12+ in-game story backgrounds, 9+ puzzle backgrounds, and over 200 puzzle assets and animated sprites within 2 months

#### TECHNICAL

- **6+ years' experience** in Photoshop, Illustrator, and InDesign. Versed in Spine 2D, After Effects, Premiere, and Figma
- Uses SketchUp to build complex environments and camera angles; **creates cinematic layouts for story and mood**
- 4+ years' experience as a graphic designer; created graphics, logos, and web UI for various companies
- Simultaneously managed 3+ animation production pipelines and **helped increase efficiency** through time managing, production scoping, and creative problem solving
- Great organisational skills, time management, and self-motivation to **deliver work on time and within budget**
- Adheres to style guides and **effectively adapts style for new concepts and illustrations**

#### COLLABORATION

- **Communication always at the forefront** across departments to discuss art direction, script/story breakdowns, and edits
- **Actively seeks feedback** and deliver quality work
- Keeps **open communication and collaboration** with clients and teammates via email/phone, Discord, Slack, Trello, etc...
- Proficient in Mandarin as well

### EMPLOYMENT

#### 2D Artist

Code Coven / Facebook Gaming  
Summer Program 2021  
*June 2021 - September 2021*

#### Illustrator

Bentkey Ventures / DW  
*Sept 2020 - June 2021*

#### 2D Artist

Hand Eye Society  
*April 2021 - May 2021*

#### Concept Artist & BG Designer

9 Dots  
*May 2020 - July 2020*

### SKILLS

Environment Design  
Background Design  
Keyframe Illustration  
Character Design  
Graphic / UI Art  
Photoshop CC  
Illustrator CC  
SketchUp

### EDUCATION

**Brainstorm Burbank** 2017 - 2019  
World Building *Eric Ng*  
Character Design *Ahmed Aldoori*  
Entertainment Design *Joon Ahn*

#### BFA Illustration 2014

Rhode Island School of Design  
*Providence, RI*