



Cindy Lee

www.cindyleeart.com

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Cindy is an open-minded artist who loves collaborating with her team and is always interested in learning new skills, art styles, and trying out new fields. She's deeply inspired by art that tells stories within a single image and hope that she can also create art that invokes these same feelings.

Professional Experience

PeopleFun / Visual development Artist

May 2019 - Present

Work closely with the art team and game develop team, build and desgin visual art, animation for casual mobile game.

Dreamic US Limited / Game Artist

Oct 2018 - Jan 2019

Design preproduction concepts and visual development for unannounced mobile game.

Soba : Sonder / Texture Artist

Aug 2017 - Apr 2018

3D animation short film directed by Neth Nomr. Work closely with art director and rest of texture artist team. Responsible for all props texture.

Lumosity / Junior Game Artist

Aug 2016 - Dec 2017

As a game artist, I will design art assets and build animation for different requirements projects. Work closely with the rest of the game team, the creative team and with engineers. Follow the game team schedule and finish everything in time. Being responsible, finishing work on time and solving problems are the most important skills for this job.

AAU Studio X : Coyote place

May 2015 - Jun 2016

Shader Pack,Texture Callout Artist

3D animation short film directed by Tom Bertino, Lysandra Silber. Work closely with director and texture artist team. Responsible for all characters shader pack.

Ohmyfood, Inc. / Environment Artist

Apr 2016 - Aug 2016

My responsibilities was environment design and painting for Ohmyfood,Inc commercial Animation

Toy Factory / Visual Development Artist

Jan 2014 - Dec 2015

Personal project, responsible for animation short film visual development inculde character, environment, props design.

Skills

Adobe Creative Cloud

Photoshop CC, Illustrator CC
Animate CC, Indesign CC

Corel Painter

Clip Studio Paint

Zbrush

Autodesk Maya, Mudbox

Unity

Cocosbuilder

Education

International Technological University, SanJose California

2017 - 2018

Master of Fine Art in Digital Art

Academy of Art University, SanFrancisco California

2013 - 2015

Master of Fine Art in Visual development

Da-Yeh University, Changhua Taiwan

2008 - 2012

Bachelor of Industrial and Product Design

Languages



Mandarin

English