HAEJI LEE

Concept Artist & Illustrator | www.HAEJILEE.com | haejilee.art@gmail.com | (437)973 2172

Concept Artist with 7 years of experience in the games industry, specializing in dark fantasy and urban sci-fi. Excellent communication, time-management, and creative skills with a flexible style. A driven and detail-oriented individual creating attention-grabbing art that enhances gameplay.

EXPERIENCE

GAME ARTIST IV, MGAM Canada (Everi Games) Toronto, ON 2020- Present

- Designed characters, props, and backgrounds for video slot games that support game design goal and enhance player experience.
- Created compelling concept sketches from written briefs. Researched historical, biological, mechanical, and other real-life topics to build an appealing and accurate world for the game.
- Directed junior artists to ensure consistent art quality across multiple contributors.
- Created mockups, moodboards, spec sheets and paintovers with written directions for effective communication.
- Demonstrated flexibility in response to design changes and provided multiple drafts for consideration, working iteratively.
- Used 3D modeling and photo bashing to showcase a variety of concepts quickly.
- Made high-caliber, polished art in a range of styles for in-game and promotional artwork, demonstrating excellent knowledge of anatomy, composition, color and light.
- Shipped 8 games as art owner while meeting tight deadlines.

UI ARTIST, Everi Games Inc., Chicago, IL 2016-2020

- Created vector-based UI, symbol, background, and other visual aspects of a video slot game.
- Matched established art styles and the branding requirements of licensed IPs.
- Developed innovative game mechanics in a highly collaborative environment as a rapid prototyping specialist.
- Created animatics to test game mechanics and communicate efficient UX.
- Created high quality, polished UI art and animation and optimized them for best performance.

ILLUSTRATOR/DESIGNER, T.S Shure Products, Chicago, IL 2014-2016

EDUCATION

2014   School of the Art Institute of Chicago (SAIC)   BFA with Merit Scholarship

SKILLS & SOFTWARE

Adobe Creative Suite: Photoshop, Illustrator, After Effects, Blender3d, Spine.
Concept art: Character design, Creature design, Weapon design, Prop design, Environment concept
Texture Painting, Modelsheets, Style Guides. Art direction. Motion graphics. JIRA, Perforce.
Languages: English, Korean