

HAEJI LEE

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Game Artist with 8 years of experience in the games industry.

Excellent communication, time-management, and creative skills with a flexible style. Committed to creating high quality 2D art that enhances gameplay from concept to finish.

EXPERIENCE

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

2D Asset creation:

- Made compelling art for casual games and innovative slot games that enhance player experience.
- Created bright and attractive art for characters, background, UI, and logo.
- Demonstrated expertise in composition, color theory, character design, and illustration skills.
- Created dynamic and fun character animations that support gameplay.
- Expert knowledge of Photoshop, Illustrator, After Effects and Spine.

Concept Art:

- Rapid idea generation with sketches, mockups and storyboards. Showcased a variety of innovative concepts in quick drafts for consideration.
- Worked iteratively, responding flexibly to feedback at each stage in an agile environment.
- Solved design challenges of clear UX communication, visual hierarchy, and attractive layout for multiple screen sizes.

Leadership:

- Shipped 8 games as Art Owner.
- Provided art direction with written briefs and paintovers to ensure cohesive visuals across game titles.
- Organized multiple projects simultaneously 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 major 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.
- Optimized and delivered assets through Perforce.

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. JIRA, Perforce.

Languages: English, Korean