

Moonsoo Lee : *Senior Concept Artist & Illustrator*

- Objective** Concept developments for game, animation and film projects for a full-time / freelance position
- Experience**
- Four Thirty Three Creative Lab Seoul, Korea [2020– Current]
Creative Director – Idle Dragon World, Various Mobile Game Projects
- Providing a creative strategy and visual guides for the studio and its mobile games
 - Working closely with studio executives to ensure authentic vision for game designs and visual arts
- Moon Morning Co., Ltd. Los Angeles, CA / Portland, OR / Seoul, Korea [2013–Current]
Creative Director – Qoomees, iHug Pillow, Unannounced Entertainment Projects
- Running a design studio with own character IP for global entertainment industries
 - Providing design services and character IP for animation, movie and theme park companies
- Sony Computer Entertainment America San Diego, CA [2009–2012]
Senior Concept Artist – Twisted Metal, Infamous, Various Projects
- Developed concept art of various projects from Sony Computer Entertainment Studios
- Electronic Arts Los Angeles & Redwood City, CA [2008–2011]
Concept Artist – Sims4, Army of Two, Unannounced Multiplayer FPS Game Project X
- Oversaw development of new character creation and pipeline for the art department
- BioWare Corp. Edmonton, AB, Canada [2007–2008]
Concept Art Consultant - Mass Effect, Dragon Age: Origins
- Advised and developed concept art for those projects
- Concept Artist** - Lord of the Ring: Conquest
- Visualized conceptual art for the game
- Pandemic Studios Los Angeles, CA [2007–2007]
Concept Artist - Mercenary 2, Saboteur , Unannounced FPS Game Project Y
- Created a wide visual style and set a workflow for the character design production
- Seahorse GDG San Mateo, CA [2006–2007]
Concept Artist - My Sassy Girl
- Supervised high-quality visual art assets for the online casual rhythm game
- Midway Games Moorpark, CA [2005–2006]
Concept Artist and 3D Modeler - Mortal Kombat
- Worked with the art director on overall visual development during the pre-production
- Education**
- Art Center College of Design Pasadena, CA [2003–2006]
B.F.A., Illustration with an emphasis in Entertainment Design
- Academy of Art University San Francisco, CA [2006–2009]
M.F.A(In progress), Animation & Visual Effects
- Gnomon School of Visual Effects Hollywood, CA [2004–2005]
Elective Course, Digital & Analog studies Elective Course, Foundation studies
- Animation Mentor San Francisco, CA [2008–2009]
Certificate, Online Animation School
- Los Angeles Academy of Figurative Art Van Nuys, CA [2004–2005]
Elective Course, Foundation studies
- Skills** Concept Designing, Illustrating, Art Directing, Storytelling & Storyboarding, Animating, Sculpting, 3D Modeling (Low Poly, Patch, ZBrush) & Texturing, Rigging, Film Compositing, Sound Editing
- Tools** Maya, 3D Max, Unity, Rhino, ZBrush, Photoshop, Illustrator, Painter, Body Paint 3D, Pro Tools, After Effects, Dreamweaver, Character Animator CC, Flash, Final Cut Pro
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