

Moonsoo Lee : *Senior Concept Artist & Illustrator*

Objective Concept development for game, animation and film project for either full-time or freelance position

Experience 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, Rhino, ZBrush, Photoshop, Illustrator, Painter, Body Paint 3D, Pro Tools, Flash, Final Cut Pro, After Effects, Dreamweaver, Character Animator CC
