

# Moonsoo Lee : *Senior Concept Artist & Illustrator*

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**Objective** Concept developments for game, animation and film projects for a full-time / freelance position

**Experience** The Walt Disney Company Glendale, CA [2021– Current]

**Senior Concept Artist** – Various Disney IP projects

- Providing visual feedback, guidance and direction to deliver quality and brand authenticity
- Creating innovative and appealing concept designs, and illustrations for all Disney IP

Four Thirty Three Creative Lab Seoul, Korea [2020– 2021]

**Creative Director** – Idle Dragon World, Pirates of Freeport, Various Mobile Game Projects

- Oversaw a creative strategy and visual guides for the studio and its mobile games
- Worked 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 [2013–2020]

**Creative Director** – Qoomees, iHug Pillow, Unannounced Entertainment Projects

- Run a design studio with own character IP for global entertainment industries
- Provided 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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