



ERICA LEE

VISUAL DEVELOPMENT/CONCEPT ARTIST
AND ILLUSTRATOR

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EXPERIENCE

Senior Concept Artist

Squid Games, Inc. | *December 2021 - Present*

Designing environments, backgrounds, buildings, props, in-game assets, animation keyframes and breakdowns, and marketing/social media art and graphics for mobile game, Jellyvale: A Match Tale

Game Artist (Summer Program)

Code Coven / Facebook Gaming | *June 2021 - September 2021*

Created characters, environments, an animatic opening cinematic, promotional material, and animated character walk cycles for a vertical game slice under the mentorship and guidance of Code Coven and Facebook Gaming

Illustrator

Bentkey Ventures | *September 2020 - June 2021*

Primary illustrator and character designer that set the style of an animated video series. Designed cinematic sets, character key poses, and backgrounds; created style guides and instructed illustrators on series look. Published 20+ YouTube videos each averaging over 1 million views

Concept Artist & BG Designer

9 Dots | *May 2020 - July 2020*

Designed environments and narrative world based on story briefs and established style creating 12+ in-game story backgrounds, 9+ puzzle backgrounds, and 200+ puzzle assets and sprites.

Test players enjoyed the prototype citing the art and backgrounds were beautiful and immersive

FREELANCE CLIENTS

Columbia University | Illustrator | Trailblazer Heroes TCG | 2023

Rat King Entertainment | Key Art Illustrator | PATOU | 2023

Spin Master Entertainment | Visual Development Artist | NDA | 2022

SKILLS

Environment Design
Background Design
Character Design
Prop Design
Illustration
Adobe CC
Sketch Up

AWARDS

Voice of a Seed
Best Art
Women in Games Jam 2021

EDUCATION

Warrior Art Camp 2021 - 2024
Brainstorm Burbank 2017 - 2019
BFA Illustration 2014
Rhode Island School of Design
Providence, RI