


LESLIE J. LEE

Concept Artist & Illustrator

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PORTFOLIO

leslielee.artstation.com

lesliejlee.com

EDUCATION

B.A. in Digital Media
Otis College of Art & Design
Los Angeles, CA.

SKILLS

Adobe Photoshop
Concept Art
Illustration
Matte Painting
Key Art
Marketing Art
Traditional Painting
Ideation Sketching

ADDITIONAL EXPERIENCE

Figure Drawing
Instructor's Assistant
Otis College of Art & Design

Portfolio & Figure
Drawing Instructor
Vision 21 Art & Design School

Portfolio Art Instructor
Kang Ehja Art Studio

EXPERIENCE

FREELANCE CONCEPT ARTIST & ILLUSTRATOR

LOS ANGELES, CA. | Present - 2015

Working with clients and agencies to create concept painting, sketches, and illustrations for a wide variety of genres, styles, and platforms

- Created key art and illustrations for video games, mobile APP games, TV shows, marketing, and theme park shows
- Managing multiple projects at once, while ensuring successful art delivery
- Working with the directors and project leads to brainstorm and develop successful visual narrative

VISUAL ARTIST & MATTE PAINTER

MOUSETRAPPE, INC. | Nov. 2020 – Jan. 2019

Created visual content, from ideation concepts and style developments to finished matte paintings, for many cinematic shows

- Worked with the directors to find and recreate solutions for portraying scenes and narrative, with the challenges of successfully translating them to the show site architectures
- Provided assets, look guides, effects concepts, and storyboards for the production team to utilize
- Constantly delivered successful work in many different styles, from animation to photorealistic

CONCEPT ARTIST

HAMMER CREATIVE | Jan. 2019 – Jan, 2018

Collaborated with the directors and project leads to create concept paintings, drawings, and illustrations for a wide variety of genres, styles, and projects

- Produced high detail concept illustrations for AAA video game marketing
- Developed concepts, illustrations, and matte paintings for game trailers
- Responsible for creating 2D assets, backgrounds, and visual looks for the production team
- Successfully executed a wide range of art styles from photo-real to painterly to animation to stylized graphic art

CONCEPT ARTIST

SECTION STUDIOS | June 2014 – June 2013

Created concept paintings, key art, and illustrations for a wide variety of genres, styles, and platforms

- Designed environment concept art for AAA game companies as well as in-house projects
- Art process included ideation sketches, props, architectural layout drawings, and concept paintings