

# Grace Lee

CHARACTER DESIGN • ILLUSTRATION

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## SKILLS

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| <b>PROFESSIONAL SKILLS</b> | Customer Service, Creative Problem Solving, Storytelling, Adaptability, Communication, Art Teaching, Organization, Project Management |
| <b>TECHNICAL SKILLS</b>    | Adobe Photoshop, Procreate, Microsoft, Canva, Blender, Clip Studio Paint, Adobe Animate, Google Suite, Excel, Korean                  |

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## EXPERIENCE

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| <b>FREELANCE BACKGROUND DESIGNER</b> , Loud Cloud Animation   Remote                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | May 2025 - June 2025 |
| <ul style="list-style-type: none"><li>Created background/ environment concepts from rough sketches to solid designs.</li><li>Developed ideas with art director and translated vision of the film from prop designs to environment explorations, taking into consideration the proportions of the 3D puppets.</li><li>Communicated with the art team to ensure story elements were cohesive.</li></ul>                                                                                                                                                                                                                                     |                      |
| <b>CRAFT STUDIO STAFF / INSTRUCTOR</b> , TuTugether   Dallas, TX                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Feb 2025 - Current   |
| <ul style="list-style-type: none"><li>Lead and facilitate art classes in various craft techniques, including tufting, pouring, decoding, and spinning art.</li><li>Communicate ideas and guide clients through the design and art execution process with demos, showcasing different methods, materials, and tools.</li><li>Address any inquiries or issues during workshops/demos to enhance the learning experience.</li></ul>                                                                                                                                                                                                          |                      |
| <b>GALLERY ASSISTANT</b> , Visual Arts Center   Austin, TX                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Sep 2022 - May 2024  |
| <ul style="list-style-type: none"><li>Coordinated with the team, 3 significant exhibitions which attracted over 200 visitors.</li><li>Assisted with the research, curation, and design aspects of gallery layout for over 100 pieces of artwork.</li><li>Maintained the gallery space, ensuring artwork safety and preservation while managing exhibit details and logistics.</li></ul>                                                                                                                                                                                                                                                   |                      |
| <b>DIGITAL ARTIST INTERN OF MITOS</b> , UT Austin Saga Lab   Remote                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Sep 2023 - Dec 2023  |
| <ul style="list-style-type: none"><li>Conceptualized and designed the visual identity for two major characters in an educational web game. (Meaningful Interactions using Technologies Outside of School)</li><li>Sketched early character designs and created 2D gif animations to aid visualization.</li><li>Collaborated with artists and programmers to refine visual assets and integrate art with game mechanics.</li><li>Led team communication and organization of files using Google Suite, Slack, and Figma.</li><li>Contributed to over 30 visual materials, ensuring design and educational objectives consistency.</li></ul> |                      |

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## EDUCATION

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| <b>BACHELOR OF FINE ARTS</b> , University of Texas at Austin   Austin, TX                        | Aug 2021 - May 2024 |
| <ul style="list-style-type: none"><li>Major: Studio Arts, GPA: 3.9 (University Honors)</li></ul> |                     |

- TVAC (Texas Visual Arts Collective): 2023- 2024
- TSTV Animation Department: 2023
- Animation Club: 2021-2023

**PHOTOSHOP COURSE,** SBS Academy Computer Art | Seoul, Korea

*May 2023 - Jul 2023*