

Moonsoo Lee : *Creative Director & Concept Artist*

Objective	Creating development concept art and providing creative direction for brand, animation, film, and game projects, leveraging extensive experience in the entertainment industry to produce innovative and immersive real-time experiences.		
Experience	The Walt Disney Company	Glendale, CA	[2021– Current]
	Senior Concept Artist – Avatar: Frontiers of Pandora, Disney Epic Mickey: Rebrushed, Mirroverse, SpeedStorm, Disney Realm Breakers, Predator: Hunting Grounds, Alien IP, Fortnite, Minecraft x Disney IP, Various Disney/Pixar IP projects <ul style="list-style-type: none"> Managing art / interactive / VR experience on Disney/Pixar IP, working close with LightStorm on Avatar IP Creating innovative and appealing concept designs, and illustrations for all Disney/Pixar/20th Century brand Providing visual feedback, guidance, and direction to deliver quality and brand authenticity 		
	Moon Morning	Los Angeles, CA / Portland, OR / Seattle, WA / Seoul, Korea	[2013–Current]
	CEO, Creative Director – Qoomees, iHug Pillow, Unannounced Entertainment Projects <ul style="list-style-type: none"> Running a design studio with original character IP for global entertainment industries Developing content with animation, web comic, music, and merchandise (toy, bedding, books, games) Providing design/ license/ production services for animation, movie, and theme park companies 		
	Four Thirty-Three Creative Lab	Seoul, Korea	[2020– 2021]
	Creative Director – Rumble Racing Star , Idle Dragon World, Pirates of Freeport, Various Game Projects <ul style="list-style-type: none"> Oversaw creative strategy and visual guides for the studio and its mobile games Worked closely with studio executives to ensure an authentic vision for game designs and visual arts 		
	Sony Computer Entertainment America	San Diego, CA	[2009–2012]
	Senior Concept Artist – PlayStation Home, Twisted Metal, Infamous, Various Projects <ul style="list-style-type: none"> Developed concept art for 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 Y <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Advised and developed concept art for projects 		
	Concept Artist - Lord of the Ring: Conquest <ul style="list-style-type: none"> Visualized conceptual art for games 		
	Pandemic Studios	Los Angeles, CA	[2007–2007]
	Concept Artist - Mercenary 2, Saboteur, Unannounced FPS Game Project X <ul style="list-style-type: none"> Created wide visual styles and set workflows for character design production 		
	Seahorse GDG	San Mateo, CA	[2006–2007]
	Concept Artist - My Sassy Girl <ul style="list-style-type: none"> Supervised high-quality visual art assets for online casual rhythm game 		
	Midway Games	Moorpark, CA	[2005–2006]
	Concept Artist and 3D Modeler - Mortal Kombat <ul style="list-style-type: none"> 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	[2006–2007]
	M.F.A(Incomplete), Animation & Visual Effects		
	University of California Los Angeles Extension	Westwood, CA	[2007–2007]
	Elective Course, Film & Music studies		
	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		
Skills	Art Directing, Design/Brand Consulting, Brand Development, UX/UI Design, Project Management, Animating, Writing, Product/Music Development, 3D Modeling, Film Compositing, Sound Editing, Bilingual(English, Korean)		
Tools	Maya, 3D Max, Unity, Rhino, ZBrush, Photoshop, Illustrator, After Effects, Premier, Final Cut Pro, LumaFusion, ChatGPT, Midjourney, ProTools, Character Animator, ProCreate, Blender, Painter, SketchUp, BodyPaint 3D		