

# Moonsoo Lee : *Creative Director & Concept Artist*

<b>Objective</b>	Creative directing and concept art development for product, animation, film & game projects		
<b>Experience</b>	<b>The Walt Disney Company</b>	Glendale, CA	[2021– Current]
	<b>Senior Concept Artist – Avatar IP, Mirroverse, SpeedStorm, Various Disney / Pixar IP projects</b> <ul style="list-style-type: none"> <li>Managing art &amp; interactive experience on Disney/Pixar IP, working close w/ LightStorm on Avatar IP</li> <li>Creating innovative &amp; appealing concept designs, and illustrations for all Disney brand</li> <li>Providing visual feedback, guidance, and direction to deliver quality and brand authenticity</li> </ul>		
	<b>Moon Morning</b>	Los Angeles, CA / Portland, OR / Seattle, WA / Seoul, Korea	[2013–Current]
	<b>Creative Director – Qoomees, iHug Pillow, Unannounced Entertainment Projects</b> <ul style="list-style-type: none"> <li>Running a design studio w/ own character IP for global entertainment industries</li> <li>Developing contents w/ animation, webtoon, music, and merchandise (toy, bedding, books, games)</li> <li>Providing design/ license/ production services for animation, movie, and theme park companies</li> </ul>		
	<b>Four Thirty-Three Creative Lab</b>	Seoul, Korea	[2020– 2021]
	<b>Creative Director – Idle Dragon World, Pirates of Freeport, Various Mobile Game Projects</b> <ul style="list-style-type: none"> <li>Oversaw a creative strategy and visual guides for the studio and its mobile games</li> <li>Worked closely w/ studio executives to ensure the authentic vision for game designs and visual arts</li> </ul>		
	<b>Sony Computer Entertainment America</b>	San Diego, CA	[2009–2012]
	<b>Senior Concept Artist – PlayStation Home, Twisted Metal, Infamous, Various Projects</b> <ul style="list-style-type: none"> <li>Developed concept art for various projects from Sony Computer Entertainment Studios</li> </ul>		
	<b>Electronic Arts</b>	Los Angeles & Redwood City, CA	[2008–2011]
	<b>Concept Artist – Sims4, Army of Two, Unannounced Multiplayer FPS Game Project Y</b> <ul style="list-style-type: none"> <li>Oversaw development of new character creation and pipeline for the art department</li> </ul>		
	<b>BioWare Corp.</b>	Edmonton, AB, Canada	[2007–2008]
	<b>Concept Art Consultant - Mass Effect, Dragon Age: Origins</b> <ul style="list-style-type: none"> <li>Advised and developed concept art for those projects</li> </ul>		
	<b>Concept Artist - Lord of the Ring: Conquest</b> <ul style="list-style-type: none"> <li>Visualized conceptual art for the game</li> </ul>		
	<b>Pandemic Studios</b>	Los Angeles, CA	[2007–2007]
	<b>Concept Artist - Mercenary 2, Saboteur, Unannounced FPS Game Project X</b> <ul style="list-style-type: none"> <li>Created a wide visual style and set a workflow for the character design production</li> </ul>		
	<b>Seahorse GDG</b>	San Mateo, CA	[2006–2007]
	<b>Concept Artist - My Sassy Girl</b> <ul style="list-style-type: none"> <li>Supervised high-quality visual art assets for the online casual rhythm game</li> </ul>		
	<b>Midway Games</b>	Moorpark, CA	[2005–2006]
	<b>Concept Artist and 3D Modeler - Mortal Kombat</b> <ul style="list-style-type: none"> <li>Worked w/ the art director on overall visual development during the pre-production</li> </ul>		
<b>Education</b>	<b>Art Center College of Design</b>	Pasadena, CA	[2003–2006]
	B.F.A., Illustration with an emphasis in Entertainment Design		
	<b>Academy of Art University</b>	San Francisco, CA	[2006–2007]
	M.F.A(Incomplete), Animation & Visual Effects		
	<b>University of California Los Angeles Extension</b>	Westwood, CA	[2007–2007]
	Elective Course, Film & Music studies		
	<b>Gnomon School of Visual Effects</b>	Hollywood, CA	[2004–2005]
	Elective Course, Digital & Analog studies Elective Course, Foundation studies		
	<b>Animation Mentor</b>	San Francisco, CA	[2008–2009]
	Certificate, Online Animation School		
<b>Skills</b>	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)		
<b>Tools</b>	Maya, 3D Max, Unity, Rhino, ZBrush, Photoshop, Illustrator, After Effects, Premier, Final Cut Pro, LumaFusion, ChatGPT, Midjourney, ProTools, Character Animator, ProCreate, SyncSketch, Painter, SketchUp, BodyPaint 3D		