

Resume

Name: Lillian Lee (Li Ping Su)

Residence: Vancouver, Canada

Nationality: Canadian

Profile Summary

- Over 15 years of international industry experience developing AAA video games.
- First-hand experience and understanding of the game industry in Western and Asian countries.
- Proven leader with experience managing both internal art production and outsourcing teams.
- Strong 2D/3D skills ranging from conceptual design to production to optimization.
- Technical fluency in 3dsMax, Maya, Photoshop, Unreal Engine, Evolution, Unity.
- Proficient communication skills in Mandarin and English.

Art Portfolio: <http://www.lillianleeart.com/>

2017.06 - Present **Microsoft the Coalition studio** <https://thecoalitionstudio.com>

Vancouver, BC, Canada

Position: **Art Outsourcing Manager - Environment**

Projects participated in: **Gears 5** (PC, Xbox one) <https://www.gears5.com/>

Responsibilities:

- A key member of the game art team. Working with external teams and co-development teams on most of the art content to get the work completed efficiently.
- Directing the co_dev teams outsourcing training, as well as external art teams to improve the outsourcing workflow by organizing documentation or face-to-face training if needed.
- Conducting work reviews and providing feedback on external submissions regarding the art quality, technical requirements and work pipeline efficiency. Always making sure that all the work is in line with the vision of internal art quality and tech consistency.
- Partnering with the Technical Art team and different team leads to develop, test and maintain workflows including working with the internal teams to align the work process for external teams.
- Guiding co-dev teams and external teams on the best approach for building content and resolving potential blocker issues in order to improve work pipeline.
- Engaging with all leads on the internal production team and co-dev teams to plan sprints, provide estimates, manage risks and assign tasks, ensuring work is sent to the right resources and completed on time at a high level of quality for all externally generated content.
- Using management tools to check vendors' work regarding tracking tasks assignments/overages, extension requests, and art/tech direction changes. In addition, double-checking the co-dev and internal dev teams' work orders to ensure clarity and validate the efficiency.

2016.09 – 2017.05 Archiact Interactive <http://www.archiactvr.com>

Vancouver, BC, Canada

Position: **VR Game Art Director/Art Outsourcing Manager** (Master Program Participation)

Projects participated in:

2017 Art Director Evasion – in development (Oculus Rift, HTC Vive)

Responsibilities:

- Managed a team of 10 artists varying from concept artists, modeling artists, UI artists, animator, and technical artists.
- Created the visual style and art guidelines for environment, enemies, characters, and UI.
- Co-assigned tasks with producers and managed art quality and performance in Unreal Engine.
- Directed the development of the vertical slice and secured funding.

2016 Art Director Hidden Fortune – Mobile game (GearVR)

Responsibilities:

- Redesigned the art direction and style based on existing art assets and story line.
- Used agile development and daily scrums to meet tight deadlines.

2016 Art Director West Coast Canoe Experience - Vancouver Science world (HTC Vive)

Responsibilities:

- Analyzed the project and provided the art references/structure to support art team's development.
- Provided weekly review/suggestions to improve the art visual and VR experience details.
- Enabled artists to expand their imagination for level creation using Unity's tools.

2016 Art Director The Forgotten Chamber – VR Experience (Oculus Rift)

- Redesigned and directed changes to improve VR level design and the visual quality.
- Redesigned the VR logos, and polished the whole VR experience on a tight timeline.

2016 – 2017 Art Director Overall studio level management

Responsibilities:

- Was responsible for 3 internal projects' outsourcing management. That includes:
 1. Created standard outsourcing pipeline flow chart.
 2. Assigned the assets to lead artists for the feedback reports.
 3. Created the outsourcing contract to secure company's rights.
- Hosted regular art team gatherings where artists can introduce themselves and share the new ideas/knowledge in the whole artist team.
- Hosted regular one on one talks with each artist to get to know what their concerns, suggestions on project/company, and help them to reach their personal goals.
- Created and reviewed all VR projects launch marketing materials, including screenshots, Logo, Icons etc.
- Secured funding and contracts for a few small VR projects.

2013.09 – 2015.08 Bright Noon Studio

London, ON, Canada

Position: **Game Art Producer/Project Manager - Game Art Outsourcing Service**

Responsibilities:

- Created the website and workflow for the studio.
- Managed a few 3D contract artists with assigned to client's tasks.
- Simultaneously worked in 3 roles: Art director, Art producer and Project manager.

2008.10 – 2013.07 Digital Extremes <http://www.digitalextremes.com/>

London Ontario, Canada

Position 1: 2012.05 – 2013.07

Senior World Builder/Level Art Lead

Projects participated in: **Warframe** (PC, PS4) <https://www.warframe.com/landing>

Responsibilities:

- As a primary level artist to establish the environments' overall look and feel and assigned art tasks accordingly.
- Reviewed the level weekly and gave feedback based on level art layout, color, atmosphere adjustment, and performance.

Position 2: 2011.11 – 2012.05

Senior World Builder/Environment Artist/Senior Game

Level Artist

Projects participated in: **Star Trek** (PC, xbox360, PS3)

Responsibilities:

- Responsible for the layout, decoration and polish of a variety of key levels
- Balanced the needs of game-play design with the goal of creating visually compelling spaces

Position 3: 2009 – 2011 Senior Game Level Artist / World Builder / Environment artist

Projects participated in: The **Darkness II** (PC, xbox360, PS3)

Responsibilities:

- Worked closely with concept artist and assigned all the proxy tasks for the new levels.
- Managed tasks for level-specific art teams, from initial concept to in-game implementation.
- Assigned tasks to 5-10 3D artists, with provided references in many different levels.
- Proceeded the final check and polish levels prior to the shipment.

Position 4: 2008.10 – 2009.12

Senior Game Level Artist

Projects participated in: **BioShock 2** - MP and DLC (PC, xbox360, PS3)

Responsibilities:

- Worked with 3D artist/Texture artist/ animator/FX artist to composed dramatic and visually rich environments.
- Played a key role in developing the levels' overall narrative and art design using Unreal Engine.
- Worked with artists and final polished all game levels and debugs prior to shipment.

2006.07 – 2008.08 Red 5 Studios – Shanghai - <http://www.red5studios.com/>

California, USA

Position: **Art Production Manager**

Projects participated in: **Firefall** (MMO RPG)

Responsibilities:

- Built Shanghai art team from the ground to 30+ members.

- Communicated between US and Shanghai teams to co-ordinate art tasks.
- Reviewed art to ensure overall consistent quality and established the art production pipeline.
- Conducted performance reviews of individual art team members.

2004.02 – 2006.07 Interserv <http://http://www.interserv.com.tw/tw/index.php>

Shanghai,China

Position 1: 2005.01 – 2006.07 **Outsourcing Art Project Manager**

Projects participated in **Shenmue Online** (MMO RPG)

Responsibilities:

- Managed teams (60 staff) outsourced by Sega to work on the game Shenmue Online.
*The project got canned, there are only a few videos about this game we made you can see from nowadays.
<https://www.youtube.com/watch?v=cpE2sKvgJtU>
<https://www.youtube.com/watch?v=nITKwL58MTc>
<https://www.youtube.com/watch?v=1ETjJvgUOso>
- Worked with the Japanese Director / Producer / Writer - Yu Suzuki to solve game content problems, level art issues and scalability.
- Hired artists and provided leadership in training, assignment planning and project progress.

Position 2: 2004.02 - 2005.01 Lead 3D Artist (Prototype Team)

Responsibilities:

- Worked on prototype game concepts and demos used to secure new projects.
- Successfully pitched demo to obtain the contract from Sega to develop Shenmue Online.

2003.02 – 2004.01 Ubisoft shanghai <http://www.ubisoft.com.cn/>

Shanghai,China

Position: **Environment Artist**

Projects participated in: **Rainbow Six 3** (PS2, Xbox)

Responsibilities:

- Reworked game environments and assets to allow porting from XBOX to PS2.

2000.07 – 2003.01 Inventec <http://www.inventec.com/>

Nanjing, China

Position: **Environment Artist** Virtual Life 1-3, Movie Boss (PC game, web game)

Projects participated in:

- Casual PC game and Web game
- Virtual Life 2
- Virtual Life Gaiden: Shura Senki
- Virtual Life 3

Responsibilities:

- Modelling and textures for numerous characters, environments and props.
- Level layout, lighting and polish.

Education Background

2015 – 2017	The Center of Digital Media, Vancouver	Master of Digital Media
1997 – 2001	Nanjing University of the Arts	B.A. Decorative Art Design