

Regis Lee

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www.regisleart.com

EDUCATION

ArtCenter College of Design - *Bachelor of Fine Arts, Illustration (Entertainment Arts)* **2022**

EXPERIENCE

PeanutButton - RiddleWood Manor - Environment Artist - *Remote* **Nov 2024 - Present**

- Created in-game horror visuals for hard surface structures for environments.
- Created concept art that follows the project's visual direction.

Foothill Preparatory School - Digital Art Instructor - *Temple City, CA* **Sep 2024 - Present**

- Teach beginner-level digital arts to high school students using drawing software.
- Develop engaging lessons focused on foundational digital illustration and design skills.

Three Train Studios - Background Artist - *Remote* **May 2024 - Nov 2024**

- Designed and painted backgrounds for animation, enhancing scene depth and cohesion.
- Collaborated with animators to ensure cohesive visual storytelling.

Studio Syro - SXVA - Freelance Environment Concept Artist - *Remote* **Mar 2023 - Jul 2023**

- Created in-game visuals for hard surface structures and organic foliage for environments.
- Designing, sculpting, modeling, and texturing for environments.

ArtCenter - Teacher Assistant - *Pasadena, CA* **Apr 2020 - Dec 2021**

- Provided constructive criticism on the student's world-building designs for characters, props, vehicles, and backgrounds.

SKILLS

Photoshop

ZBrush

Blender

Unreal Engine

Unity

Quill VR

AWARDS

Afro Animation Festival 2024 Semi-finalist

NextLab Generation 2023 Participant

Ryman Arts 2018 Scholarship Recipient