

JUN LEE

ILLUSTRATOR

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Education	ArtCenter College of Design Pasadena, CA Bachelor of Fine Arts - Illustration, Entertainment Arts <ul style="list-style-type: none">• Provost list - Fall 2023, Spring 2024• GPA of 3.6	2022 - 2026
	Parsons School of Design New York, NY Undergraduate Coursework - Design and Technology <ul style="list-style-type: none">• Developed and published five games on itch.io	2017 - 2019
Professional Experience	Hoyoverse Shanghai, China Freelance Illustrator <ul style="list-style-type: none">• Produced promotional illustrations for <i>Honkai: Star Rail</i> for Anime Expo 2024 and a new character launch campaign.• Incorporated client feedback through a structured review pipeline to meet project deadlines.• Works were displayed on official <i>Honkai: Star Rail</i> social media accounts.	Summer 2024
	ROK Army Goyang, South Korea Supply & Logistics Clerk <ul style="list-style-type: none">• Managed inventory and distribution of arms, fuel, and food; performed Command & Control Center duty watch.	2019 - 2021
Skills	Focus: Character illustration & visual development Tools: Photoshop, Clip Studio Paint, Blender, Unity Languages: English & Korean	
Recognition	Pixiv Inc. Tokyo, Japan Pixivision Editorial Feature <ul style="list-style-type: none">• Selected works featured four times in Pixivision's curated editorial highlights.	2023 - 2024