



SHUTIANYI LI

CHARACTER DESIGNER

VISUAL DEVELOPMENT
ARTIST

LOS ANGELES, CA

CONTACT

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EXPERIENCE

- Character designer, *"Home"* Feb 2020-Present
 - Collaborate with the director and producer on developing and refining the looks of the main characters. Create turnaround packets for 3D artists to use.
- Character Designer, Animator, *Confidential Project* Sept 2020-Present
 - Design and animate characters for a mental health app.
- Director, Animator, Designer, *"Tokiko"* Jan 2019-Present
 - Script, design, and animate a 2D short. Collaborate with a producer, composer, editor, and sound designer. Develop production pipeline with the team. Receive and give constructive critiques on a bi-weekly basis.
- Art Director, *Daily Trojan* Jan 2019-May 2019
 - Oversaw the production of 13 illustrators on a daily basis. Set up the new pipeline for the paper's comic section. Maintained an open channel of communication among the artists, writers, and editors.

EDUCATION

- *University of Southern California* Expected May 2021
 - BA, Animation and Digital Arts

ORGANIZATIONS

- *Member, Women in Animation* 2020-2021
- *Executive Director, USC Kazan Taiko* 2020-2021
 - Coordinate practices and activities of USC's traditional Japanese drumming ensemble during the pandemic.

SKILLS + LANGUAGES

- Skills
 - Adobe Photoshop, Adobe After Effects, Adobe Premiere, Adobe Illustrator, TV Paint, Maya, Procreate, Gmail Suite, Microsoft Suite
- Languages
 - English (Fluent), Chinese (Fluent), Italian (Intermediate)