



BOHAN LI

Game Artist

Looking to obtain a intern or full-time position that uses both technique and art to create innovative and captivating experiences in summer 2024.

PROJECT

Remember Wonder - 3D Generalist

3D collection platformer game November, 2022 - May, 2023

- Creating environment concept, and turnaround of various art assets.
- Develop high quality 2D and 3D art assets including models, and textures using Substance painter.
- Work with development team to inform asset creation pipelines.

We Found the Bug - Game Designer | Game Artist

Tabletop RPG strategy game January - June, 2019

- Design game cards and product packaging, and be responsible for chess pieces modeling and 3D printing
- Design game mechanics and conduct playtests
- Write the weekly game reports to keep track of progress

WORK EXPERIENCE

Game Artist & Animator - MegaPlanet

Raging Bull Games April,2023-Present

- Create 8 characters models, environments, and props for MegaPlanet
- Rig and animate sprites in Unity, Creating sprite templates for artists
- Collaborate with game designers and developers to ensure art assets meet technical and aesthetic requirements

Illustration Internship

TwinFlame Development, LLC January,2022- May, 2022

- Produced creative illustrations and animations for cross platform campaigns spanning mobile and desktop
- Facilitated market research to create social media and increase awareness of TwinFlame
- Assisted with branding, advertising, and marketing strategies

3D Animator Internship

Beijing MoMo Technology Co.LTD December, 2020- March, 2021

- Responsible for the operation activities of the online refurbishment software, and the material promotional work according to the brand strategy and marketing plan
- Completed the post-production template of the software ZAO, including editing, compositing, special effects, etc

CONTACT

Email: bl6765@g.rit.edu

Phone: 646-629-5308

Website: Scan or [Click Here](https://bohanli.artstation.com/)



<https://bohanli.artstation.com/>

SKILLS

Unity ○○○○○

Unreal ○○○○○

Maya ○○○○○

Zbrush ○○○○○

Substance Painter ○○○○○

Photoshop ○○○○○

AfterEffects ○○○○○

Illustrator ○○○○○

Other competence

Environment concept art, Character design, Rigging Animation, illustration

EDUCATION

Rochester Institute of Technology

Master of Science

Game Design and Development

Rochester, NY

2022- Expected May, 2024

School of Visual Arts

Bachelor of Fine Arts

Illustration

New York, NY

2018-2022