

# SYRENA LI

## { XINYUE LI }

[concept artist, character artist, environment design, game art]

### WORKING EXPERIENCE & GALLERY SHOW

|           |   |
|-----------|---|
| 2017      | <p>3 pieces selected to show in Society of Illustrator LA</p> <p>RISD 2017 <u>honoured student</u></p> <p>Independent Study Project showcase, "THE TWELVE", Dec.2017</p> <p>3 Artworks selected in the "<u>SOCIETY OF ILLUSTRATOR LA</u>" Show</p> <p>(INTERNSHIP- character artist, map editor)</p> <p><u>Shanda Game</u> internship, character design&amp; map design, July-Sep.</p> <p>Teamwork 3D modelling and game making courses, RISD, Feb-June.</p> <p>(INTERNSHIP-concept artist), "<u>Permadeath</u>" Game Production, 2017</p> <p>free-lance illustrator for book "detour to China"</p> |
| 2016      | <p>RISD 2016 <u>honoured student</u></p> <p>Risd Student triennial, wood-gerry gallery /2016</p> <p>2016 ACCD Summer concept art course</p> <p>contract with CreativeConnect cc, T-shirt design</p> <p>"Raw artist" Boston, participation in advertising</p>  |
| 2014~2015 | <p>The "pilaster" show, waterman gallery /2015</p> <p>featured artist, 'The self-portrait' show, ISB</p> <p>TEACHING ASSISTANT, Mark Millof, Sep~Dec. 2015</p> <p>RISD CSSA Publicity Department. member</p>  |

### EDUCATION

Rhode Island school of design – MFA,2018

ACCD, Entertainment Design accepted–2017

Art centre college of design – Summer class, 2016

Shanghai Weiyu High School International– IB41, 2015

### LANGUAGE

English (very fluent TOEFL-109), Chinese (native)

### SKILL

Adobe Photoshop, Coral Painter2015: advanced

Adobe Illustrator, Indesign, Maya, Zbrush, Unreal: Basic