




# SYRENA LI

Illustrator & Concept Artist  
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 Syrena Li  
 @ Syrenali\_art  
 Syrena Li (xli0172d6)

## EDUCATION

### Rhode Island School of Design

#### Character Artist intern for Shanda game

Summer 2017 | Shanda

Worked in legend studio in Shanghai, the job includes editing map and designing level with 3D team, working with art director to design MOB characters for the renewal version of the rpg game called the *LEGEND*.

#### Concept Artist intern for Permadeath Project

Spring 2017 | White Snake

Worked with the white snake production team led by Cerise Jacobs on their new project, Permadeath. Collaboratedly working on generating ideas and rendering various characters, assets, environment and storyboarding.

#### Freelance Illustrator & graphic designer

2016.2 ~ present

Providing illustrations for the published book "Detour to China", "Colour: a workshop for artists and designers" by David Hornung and online personal novel in 2017. Logo design for *Rokka* coffee shop and *Joyasun* fishing pole company in 2018. T-shirt print production with creative connect. Commissioned portrait paintings from over 10 individual clients in 2016.

#### Teaching Assistant

Fall 2015 | Mark Millof

Assisting professors with teaching, criting, printing handouts and helping students with their works.

## SHOWCASE EXPERIENCE

### SOCIETY OF ILLUSTRATOR LA

2017.12 ~ 2018.2 | SILA

3 illustrations are selected to be in the show of SILA

### THE TWELVE, Dec.2017

2017.12 | ISB

Independent project show curated with a group of students, open to public.

### RISD Student Triennial

2016 | Wood-gerry gallery

### Boston RAW Featured Artist

2016 | online advertising

## SKILLS

### Softwares

Creative Suite (Photoshop, Adobe Illustrator, Indesign) Maya, Zbrush, Unreal Engine, imovie

## LANGUAGE

### English (fluent)

Spring 2017 | Toefl 109  
full score in reading and listening

### Chinese-Mandarin (native)

## HONOR & ACTIVITIES

### RISD Honored Student

Fall & Spring 2017, Spring 2016

### Brown RISD Game Developers member

Spring 2018

### CSSA Publicity Department member

2015~2016

## RELEVANT COURSEWORK

### CREATURE LAB

FALL 2017 | Lars West

Explore and design all kinds of fantastic creatures. Investigate obscure animals and learn their life habit, walking mechanism and design our own creatures, including dragon, centaur, alien and other mythical creatures.

### CONCEPT ART CLASS

SUMMER 2016 | Nathan Fowkes

Learning film pipeline from the dreamwork and disney artist, Nathan fowkes. Basic concept art knowledge such as shape language, silhouette, value structure and color language are all covered in the course

### CHARACTER/ENVIRONMENT DESIGN

FALL 2017 | Nick Jainschigg

Train to use MAYA, Zbrush, and Unreal engine to produce characters and design our own game with group members.