

SHUTIANYI LI

ILLUSTRATOR
DESIGNER

CONTACT

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EDUCATION

UNIVERSITY OF SOUTHERN
CALIFORNIA

- BA in Digital Arts and Animation
- GPA 3.7

NETFLIX ANIMATION
FOUNDATIONS PROGRAM

SKILLS

- Illustration
- Character Design
- Project Coordination
- Strong Written and Verbal
Communication
- Adobe Creative Suite
- Google Suite
- Microsoft Suite
- Airtable, Asana, Milanote, Coda
- Slack, Frame.io, TeamGantt

LANGUAGES

- English: Fluent
- Chinese: Fluent
- Italian: Beginner

WORK EXPERIENCE

Candivore 2025

Illustrator on the mobile game "Match Master"

- Created 20 virtual stickers and assets for an in-game special event for the mobile game, Match Master.
- Tackled feedback from the art director thoroughly and timely.
- Packaged final deliverables for ease of access by downstream departments.
- Created graphic design elements in alignment with brand creative and style guides.

Bien 2024

Motion Graphics Production Coordinator, Producer Apprentice

- Parsed through client feedback and provided itemized action items for artists across multiple projects.
- Conducted quality control on deliverables ranging from brand packages, decks, to animated shorts.
- Participated in client-facing meetings to discuss progress, limitations, and solutions.
- Prepared external-facing decks to present project progress.

Ravensburger 2023-2025

Illustrator, World Building Designer on "Disney Lorcana"

- Created internal visual development artwork and consumer-facing card art, for the trading card game, Disney Lorcana.
- Brainstormed exciting new game mechanics via sketches and paintings, to push the envelope of storytelling and design.
- Promptly addressed redline notes from Disney Franchise.

Black Block 2023-2025

Illustrator, World Building Designer on "Sprawl"

- Laid out a foundational pre-production pipeline with the art director for a mobile action-adventure game in development.
- Delivered 4 colored character illustrations within one week, while tightly adhering to the design brief.
- Created a dozen of in-game character designs, from exploratory sketches to final design.
- Explored all avenues to ensure the final designs were unique and authentic to the reference culture.

Disney, Marvel Studios Animation 2022-2023

Model Designer on "Eyes of Wakanda"

- Created weapons, props, and environment designs for the mini series "Eyes of Wakanda".
- Brainstormed and pushed for novelty designs of key props and received approval for the final render.
- Stayed organized and shared assets with downstream departments for an expedited production pipeline.
- Quickly picked up tools and methods to provide aid to various design needs on set.