



SHUTIANYI LI

CHARACTER DESIGNER

LOS ANGELES, CA

CONTACT

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EXPERIENCE

- Character designer, "*Balam*", *Student Film* Sept 2021-Present
 - Design a group of characters in traditional Mayan style for a grant-winning short film. Adapt the design style to the needs of the project. Propose multiple iterations of designs for full exploration. Make sure designs are translatable during the 3D pipeline.
- Character designer, "*Home*" Feb 2021- Aug 2021
 - Collaborated with the director to generate and refine the look and feel of the main characters of a motion-capture project. Explored and solidified designs and outfits for each character. Completed pose sheets, turnarounds, expression sheets for all designs. Kept regular communication with management about progress and feedbacks.
- Director, Animator, Designer, "*Tokiko*" Jan 2020-May 2021
 - Scripted, designed, and animated a 2D short. Worked closely with the producer to identify and resolve design issues. Strong time management and working with priorities.

EDUCATION

- *University of Southern California* May 2021
 - BA, Animation and Digital Arts
- *Netflix Animation Foundation Mentorship* Sept 2021-Jan 2022

ORGANIZATIONS

- *Member, Women in Animation* 2020-2021
- *Executive Director, USC Kazan Taiko* 2020-2021
 - Coordinated 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)