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LEE-ART.COM

LEE CAO

Hands-on Lead Artist. Drawing is my best method of communication. I drive the visual design of the game with concept art and benchmark art assets.

SKILLS

Photoshop, Blender, Unity, Spine, Illustrator, Agile

EXPERIENCE

PopReach -- Vancouver, BC

Feb 2021 - July 2023

Lead Artist

- Art direction, concept art, illustration, outsource management for **Smurfs Magic Match** (https://play.google.com/store/apps/details?id=com.popreach.smurfettesmagicmatch&hl=en_US&gl=US)
- **Smurfs Magic Match** is a fun-filled match-3 game with over 1M downloads.

LBC Studios -- Vancouver, BC

Nov 2018 - Feb 2021

Senior Artist

- Concept art, illustration, 3D modeling, texturing, animation, and visual effects for **Tasty Buds** (<https://tastybudsgame.com/>)
- Concept art and illustration for **Hempire** (<https://hempiregame.com/>)
- Concept art for **Bob Marley's Unity**, *the official Bob Marley mobile game* (<https://bobmarleygame.com/>)

airG Inc -- Vancouver, BC

Senior Artist - Big Barn World (<http://airgames.airg.com/bbw.html>) Jan 2015 – June 2018

- Managed outsourced artists, up to five at a time.
- Mentor to three other artists.

Senior Artist - Kitty Snatch (<http://kittysnatch.com/>) Dec 2015 – June 2018

- Concept art, illustration, animation for characters, backgrounds, and UI.
- Used Spine and Unity to develop a character creation system.
- Saw production through from pre-greenlight to post-launch.
- Additional marketing collateral design for web and print.

Artist -- Big Barn World Dec 2011 – Dec 2014

- Designer for characters, backgrounds, and UI.
- Character animation in Spine, Flash, and traditional.
- Web banner design

Quality Assurance Feb 2009 – Nov 2011

- QA Prime -- Games Development Team
- Bugzilla and MySQL for issue tracking.
- Automation Development with Java and Selenium 2.0

Propaganda Games -- Vancouver, BC

Apr 2007 – Mar 2008

Development Support -- Turok, Xbox 360 and PS3

- Ad-hoc testing. Test script creation. Regression testing.
- Perforce. DevTrack. DevTest.
- Multiplayer test coordinator

EDUCATION

The Art Institute of Vancouver - Burnaby

Sept 2004 - June 2006

Game Art & Design - Diploma

- Level designer & world artist, **Chase the Chicken** (student project)