

# BYUNG HUN LEE

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## EDUCATION

**Northeastern University**, College of Arts, Media, and Design

*Candidate for Bachelor of Arts Degree in Game Art and Animation*

- Relevant Course Work: Animation 1, Game Studio, Animation Basics, Narrative for Games
- Activities and Awards: Dean's List, Academic Honors

Boston, MA

December 2026

GPA: 3.75

## WORK AND LEADERSHIP EXPERIENCE

### Massachusetts Digital Games Institute (MassDIGI)

- Worked on all character animations and created backgrounds and assets.
- Worked in collaboration with other artists and across disciplinary.
- Created the trailer for Uh Oh, AI!

Boston, MA

May 2024-

August 2024

### **Sabrefish Studios**

- Created, Textured, and Rigged 3D Models for the Game "Habit of Force"
- Conceptualized and drew Mech's.
- Provided 2D Art Assets and input for UI and Lighting choices within the game.

Boston, MA

July 2023 -

December 2023

### **Games at Northeastern Studio**

*Art and Sound Facilitator*

- Hosted Bi-Weekly Meetings for Art and Sound Disciplines and took notes for those meetings.
- Organized meeting for all Facilitators
- Discuss priorities of the game going forward, and allowing cross disciplinary communication
- Provide in-depth constructive criticisms for assets and sound effects.

Boston, MA

February 2022-

December 2022

### **Digital Art Club**

*President*

- Organized weekly meetings and routine checkups for club members.
- Collaborated with other clubs, faculty, and society groups.

Pelham, NH

September 2020 -

May 2021

## PROJECTS AND AWARDS

### **Frogmageddon**

- A bullet heaven game where you play as a frog defending your nation against a wave of snakes. This game was created for the GTMK 2024 Game and is currently pending a steam release.

Boston, MA

August 2024

### Uh Oh, AI!

- A match three mobile game where you play as an AI going through art school. This game was created with the help of the MassDigi team and is available now on the App Store and Google Play.

Boston, MA

May 2024-

August 2024

### **Global Game Jam**

*Allegrow*

- A 48-hour Game Jam. In these two days our team created a 2D side scroller, pixel art style, game in which the player is a root and collects clean water while avoiding obstacles to survive.

Boston, MA

January 2023

### **Scholastic Art Awards**

*Scholastic Art and Writing, New Hampshire*

- 13 Scholastic Art Awards, 3 Gold Keys, 7 Silver Keys, 4 Honorable Mentions

Pelham, NH

January 2018-

January 2021

## SKILLS

Skills: Proficiency in Adobe Photoshop, Premier, AfterEffects, and Substance Painter, Maya, Clip Studio Paint, Procreate, Community and Project Management Skills

Languages: Proficient in English, Conversational in Korean