

BYUNG HUN LEE

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EDUCATION

Northeastern University, College of Arts, Media, and Design

Boston, MA

Candidate for Bachelor of Arts Degree in Game Art and Animation

May 2026

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

GPA: 3.75

ART, DESIGN, WORK, AND LEADERSHIP EXPERIENCE

Sabrefish Studios

Salem, MA

- 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.

July 2023 –

December 2023

Games at Northeastern Studio

Boston, MA

Art and Sound Facilitator

February 2022–

December 2022

- 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.

Print And Marketing Associate, Staples

Salem, NH

- Quality Assurance
- Printed documents, posters, banners, signs, and more.

May 2022–

September 2022

Digital Art Club

President

Pelham, NH

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

September 2020 –

May 2021

Art Honor Society

Secretary

Pelham, NH

- Assisted in organizing groups and events with charities and local communities.
- Ran fundraisers and help set up the annual Fine Arts Night

September 2020 –

May 2021

Pelham Swim Team

Assistant Coach

Pelham, NH

- Assisted the coach with teaching students with form, routine, and workouts.
- Helped plan, organize, and set up swim meets

December 2019 –

February 2020

PROJECTS AND AWARDS

Scholastic Art Awards

Pelham, NH

Scholastic Art and Writing, New Hampshire

December 2017

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

– January 2021

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

February 2023

SKILLS

Skills: Proficiency in Adobe Products, Currently Learning Maya, Clip Studio Paint, Procreate, Community and Project Management Skills

Languages: Proficient in English, Conversational in Korean