About

◆ Lea Liu

Born on Nov 1st 1990

A 2D Artist of Game and Freelance illustrator

I’m a girl who have great interested in animation, game, and comic. In 2013, I finished my B.A in the Animation School of Beijing Film Academy. During that time, I was fascinated by game design, and worked on several game projects. My first full time position was character designer for TLBB, a popular Chinese MMORPG by Changyou.com.

In fact, I enjoy making the scene in my mind come true by several ways, such as drawing, fan-art, web design, or game creation. I am especially interested in working in a group, meeting new friends along the way. You can click the button of *WORKS* to view all my work records.

Myfavorite gamesare *Monster Hunter* and *Minecraft*, and my hobbies include painting, cooking, collecting Lolita dress, yoga, and (the all-important) sleeping~\(≧▽≦)/~.

WORKS

## Projects

FAT LOOT September 2013 – May 2014

Remote Artist

◆Fat Loot is a player vs. player stealth-action game, a group project included members from USC,UCLA etc.

◆I designed items and mapped 3D models for all characters.

Know More..

Tian Long Ba Bu June 2012 – June 2014

2D Artist

◆Tian Long Ba Bu is a Chinese popular MMORPG since 2007 developed by Changyou.com (NASDAQ:CYOU). It is based on a famous Wuxia Novel *TianLongBaBu* by Jin Yong.

◆I was a 2D Character Designer who responsible for NPCs, items, Costumes, pets, mounts design, and also assisted UI design here and there.

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MICRO ERA September 2012 – May 2013

* This is my personal undergraduate thesis. It is a platform game about a micro world featuring miniature human, bacteria and fungus.

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The Memory Of Red Chamber September 2011 – June 2012

Team Leader, Artist

◆The Memory Of Red Chamber is an interactive graphic fiction game for my junior year group project. Our team includes 8 members.

◆I was the team leader who was responsible for project management. I also worked on art concept and art resources.

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Scampering Carnival **Fan-art book of S.O.G. game club** December 2010 – June 2011

Sponsor and Manager

◆Scampering Carnival is a fan-art book and goods project featuring club member gaming momentscreated by 30 volunteering artists and writers ranging from 13 to 30 years old.

◆I organized the group and was responsible for typesetting, cover designing, goods designing, exhibition planning, printing and publishing.

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Blue Comic Online 2003-2005

◆This is a personal website about Anime, Comic and Game. Its BBS had over 2000 users at it peak.

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## Others

◆Online CG lecturer

SUCCOOL, September 2014 – now

I teach the skills of CG painting in a 1.5 hour lecture three times a week.

◆Poster illustrator of Lolita fashion

Doll Paradise, August 2014- now

I illustrate posters for their new Lolita dresses.

◆Contributor

Zhihu Daily, GameGrapes Daily, June 2014- now

I provide articles about games and game art in an irregular schedule.

◆Art intern

Hoolai Games, September 2011

I was an intern artist to assist art designing in *Hoolai Three Kingdoms* and *Hoolai Business*.

◆Fan-art contributor 2009-2011

I contributed illustrations for following fan-art books,《暖洋洋的飞龙村》《黑历史》《Granado Espada2011》《Aurora》《Kat.SM》《Lacaida》《百度绘师百人绘》《Moe Hunter》《此花》《Seasons》.