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| **Li René Harmon** | Twin Cities Area MN   [LinkedIn](https://www.linkedin.com/in/atomikzen/) • [Artstation](https://atomikzen.artstation.com/resume) |

**SUMMARY of QUALIFICATIONS**

I am familiar with production hierarchies, tight deadlines, and long hours. I am comfortable working independently with minimal instruction while also remaining an enthusiastic team player doing my part to assure the project's timely completion. I am highly organized and detailed; I encourage team members; and I enjoy solving problems.

**SKILLS and EXPERTISE**

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| PC MAC UNIX MS Office Camtasia Desktop Support Online Classes  HTML5 CSS3 GitHub Typography | Digital Artist 3DS Max Maya Zbrush Adobe Photoshop Adobe Illustrator Adobe Xd Adobe After Effects Adobe Animate Substance Suite Unity 3D UE4 | 3D Asset Creation 3D Environment Artist 3D Modeling & Textures Virtual Reality  Graphic Design User Interface Design User Experience Information Architecture Wireframing Creative Problem Solving A/B testing | Illustration Pencil, Pen & Ink Watercolour  Design and Layout Research  Leadership Teaching Curriculum Design LMS Remote teaching |

**EXPERIENCE**

**Atomikzen**, Burnsville, MN 2000 – present

***Digital Artist*Metcalf Middle School**, Burnsville, MN 2019 – 2020

***Visual Art Teacher***

**Art Institute**, Las Vegas, NV 2013 - 2019  
  ***Game Art Instructor - Fulltime***

**Art Institute**, Las Vegas, NV 2010 - 2012

***Academic Director / Instructor***          
**FIDM**, Los Angeles, CA 2009 - 2010

***Interactive Media Instructor - Adjunct***                                              
**ITT Technical Institute**, Sylmar, CA 2009 – 2010

***Game Art Instructor – Full Time***

**Film Roman**,North Hollywood, CA 2006 - 2008  
 ***Digital Background Painter***     
 Painted backgrounds for the show *The King of the Hill.*

**ITT Technical Institute**,Lathrop, CA 2003 – 2007

***Game Art Instructor – Full Time***

**Fresno Art Museum**,Fresno, CA 2003 - 2004

***Coordinator of Media Art in Education***                                                                    Created the Anime Club of Fresno

**Yosemite High School**, Oakhurst, CA 2000 - 2003

***Interactive Media Instructor - Adjunct***

Adviser to the Anime Club.

**DreamWorks SKG**, Glendale, CA 1998

***Color Model / CG Artist***

Color Model, Minor Effects and Rotoscoping for the movie *The Prince of Egypt.*

**DiC Entertainment**, Burbank, CA 1988 - 1997

***Development Color Stylist***

Supervised and trained color key artists for various shows including *The Real Ghostbusters, Street Sharks, Where in the World is Carmen San Diego, Extreme Dinosaurs* and *Captain Planet*.

**Klasky Csupo**, Hollywood, CA 1991

***Color*** ***Supervisor***

Headed the color department for the first Emmy Award-winning season of *Rugrats*

 Keyed Bart Simpson Butterfinger commercials.

**PROFESSIONAL DEVELOPMENT / EDUCATION**

**University of Minnesota,** MN (2021)

Certificate in UX Design

**Academy of Art University**, CA (2021)

Masters of Fine Art, 3D Modeling

**National University**, CA  2006

Masters of Science, Instructional Technology

**Technology Development Center**, CA  1999

Digital Animation, Certificate                                                                                                                             
**Gnomon**, CA  1999

Alias Maya Wavefront                                                                                                                                     **California State University** **Northridge**, CA 1990

Graduate Studies in Art Education

**Art Center College of Design**, CA  1986

Bachelor of Fine Arts, Illustration

**Autodidact:** 3DS Max; ZBrush; Photoshop; Substance Suite; Unity 5; Unity 3D; Unreal Engine; Marmoset; Illustrator; Premier; After Effects; Sound Forge; Xd; HTML; CSS; DreamWeaver; Animo; UNIX (irix 6); Windows OS; Mac OS; PC; Virtual Reality; Augmented Reality; Mixed Reality; HTC Vive; Oculus