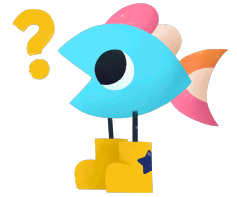


Alayna “Layn” Lee

Visual Development & Game Artist | 2D Animator & Illustrator

Los Angeles, CA | (650) 468-3514 | laynleeii@gmail.com

Portfolio: alaynalee.com | linkedin.com/in/alayna-lee | instagram.com/laynlei



Summary

Entry-level 2D artist and illustrator with a game-development and animation background. Designed, drew and built *Fish Fosh*, a 2.5D Unity game that combines hand-drawn characters and UI with Blender-modeled environments. Experienced in character and creature design, color and lighting, and adapting art to other groups' existing characters. Co-founded two UCSD art organizations with 400+ and 600+ members. Seeking a 2D art, animation or visual development role in games or film animation.

Selected Projects

Fish Fosh: 2.5D Unity Game | ICAM Honors Senior Project, UCSD | laynlee.wixsite.com/icam

2026

- Designed and illustrated the game's 2D character, UI and looping animated title screen in Procreate and Procreate Dreams, taking each from thumbnails and mock-ups to final art.
- Modeled terrain and props in Blender, hand-painted UV textures in Procreate to match the 2D art style, and imported meshes and materials into Unity.
- Built a hybrid world in Unity: a billboarded 2D-animated character sprite and hand-drawn UI over a 3D environment.
- Developed the story concept, storyboards and animatic, and planned production across a 20-week, two-term schedule.

3D Asset Studies | Blender

2024 - 2026

- Modeled, textured, styled and animated stylized organic models, including a whale-shaped amphitheater, a winged flying fish and a 3D version of the Fishy Boy character.

Skills

- **Concept & Illustration:** Character design, creature design, concept art, line art, UI art, promotional illustration, color, value and lighting, composition, stylization, adapting to existing characters and styles
- **Animation & Story:** 2D character animation (12 principles), storyboarding, animatics, looping animation, shot composition, visual development
- **3D & Game Pipeline:** Blender modeling (hard-surface and organic), UV mapping and texturing, keyframe animation, Unity sprite and mesh implementation, 2D-to-3D asset workflow
- **Software:** Photoshop, Procreate, Procreate Dreams, Illustrator, Animate, After Effects, Premiere, Storyboard Pro, Blender, Unity, TouchDesigner, InDesign, Figma, Canva
- **Working Style:** Takes direction and critique, delivers to recurring deadlines across multiple projects, collaborates with outside groups, leads small teams and events

Experience

Freelance | Illustrator & Graphic Designer

Aug 2024 - Present

- Launched and ran a sole-proprietor art business, turning digital illustrations into sellable products (stickers, keychains, prints) and designing logos, catalogs, flyers and marketing collateral for the laynlei and Sleepy Sapphic Studios art brands.
- Sold in person at conventions and conferences, handling exhibitor procurement and space requirements with organizers, booth and table design and setup, inventory allocation, pricing, and customer and industry-partner conversations.
- Illustrated original and fan characters on commission for clients and live artist alley events.

ArtSpark @ UCSD | Founding Executive Officer

Jan 2024 - Jun 2026

- Co-founded a 600+ member art organization and led a 4-person management team through weekly meetings, financial planning and graphic design; as Club Treasurer, managed membership, sales revenue and expenses.
- Ideated and led a Lunar New Year collaboration with 2 college campus organizations, managing logistics, planning and hosting, and illustrated collaboration art featuring partner groups' characters.
- Organized 4 fundraising events, including art commission fundraisers and art supply drives.

Animation Club @ UCSD | Founding Officer, Design Coordinator

Aug 2023 - Aug 2025

- Co-founded a 400+ member club; illustrated its logo and dragon mascot to establish its visual identity and created promotional and

merchandise designs for bi-weekly events, including a Year of the Dragon sticker.

- Provided presentations on art concepts for student artists, and recruited industry professionals to speak at club meetings.
- Served as Club Treasurer, managing sales revenue and club expenses.

UCSD Bookstore | Marketing Assistant

Sep 2022 - Feb 2023

- Designed marketing content for the UCSD Bookstore and Audrey's Cafe, including in-store and digital billboard signage, social media flyers, newsletters and promotional video reels, following UC San Diego brand guidelines, in Photoshop, Illustrator, InDesign and Premiere.
- Drafted and scheduled social media posts, tracked engagement metrics to see which campaigns performed best, and helped promote and set up campus events (Halloween, Christmas and Audrey's Cafe promotions).

Kaman's Art Shoppes | Body Artist

Mar 2019 - Aug 2019

- Freehanded custom face paint, henna (line work and repeated patterns) and temporary tattoo designs live for clients, adapting each design to the client's request.
- Priced custom artwork, handled cash and card transactions, and gave friendly service to children and parents at a high-traffic booth, managing expectations from sale through customer acceptance.

Education

University of California, San Diego

Graduated Jun 2026

B.A. | Interdisciplinary Computing and the Arts | Cum Laude

Double Minor | Studio Art & Cognitive Science: Design

- **2D Animation (FILM 179):** Hand-drawn character animation applying the 12 principles of animation in pencil and paper, Photoshop and Procreate.
- **3D Asset Design (VIS 134):** Hard-surface and organic modeling in Blender.
- **ICAM Honors Project (VIS 160A/B):** *Fish Fosh*, a 2.5D Unity game combining 2D animation, 3D Blender models and hand-drawn UI; implemented controller support.
- **Media, Editing & Directing (VIS 70N, FILM 72, FILM 73):** Shot planning, storyboards and final edits for individual and collaborative films in Premiere.
- **Electronic Technologies/Art (VIS 147A):** 3D projects bridging physical fabrication and digital modeling with Arduino/C++, Blender and 3D printing.