

Wenjun Li

Illustration
Surface Design

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Professional Summary

Illustrator and visual designer with 3+ years of professional and freelance experience across illustration, 2D animation, and motion graphics. Experienced in collaborating throughout the creative production pipeline, from concept development and storyboarding to animation and final visual assets. A fast learner who delivers high-quality work through strong communication, organization, and time management.

Professional Experience

STRANGE SCENES, L.L.C, Los Angeles March 2026 to May 2026
Associate artist, visual development intern for preproduction

Contributed to the end-to-end production of the opening animation, from storyboarding to final delivery.
Produced gradient still frames blending live-action and animation to enhance visual continuity across opening episodes.
Researched and integrated AI-assisted creative tools (Jimeng, Flow, Xiaoyunque) into the production workflow to accelerate concept development, improve efficiency, and maintain high-quality visual standards.

Very Lost in LA film, Los Angeles February 2024 to August 2025
2D opening sequence Animator department

Managed the end-to-end 2D animation pipeline for the opening sequence, from storyboarding and character animation to final compositing, while collaborating closely with directors and the 3D animation team to refine visual storytelling and production quality.

Rebeccaeverlene trust company, Chicago January 2023 to February 2024
Application character designer

Created characters for Landmark, a GPS-enabled game app that teaches children about their environment and enhances safety awareness. Developed character concepts during pre-production, provided weekly updates to rigging artists and supervisors, and integrated feedback to align with the pipeline. Volunteered with other artists to uphold professional standards and support the charity's mission.

Hidevision, L.L.C, Burbank, Los Angeles October 2022 to March 2023
Freelance 2D character designer, Animator

Developed the opening animation sequence for a horror film, including character design, storyboarding, and 2D animation.
Collaborated with the 3D animator to refine character movement, camera perspectives, and narrative flow.

Education

Savannah College of Art and Design, Savannah January 2024 to present
MFA in Illustration

Savannah College of Art and Design, Savannah September 2019 to August 2022
BFA in 2D Animation
Silver group reward for thesis animation
Outstanding student award
Best student work of the summer
Dean's list

Areas of Expertise

Software: Adobe (Photoshop, Illustrator,InDesign,Premiere Pro,After Effect)
Toonboom Harmony, Maya, Procreate, Jimeng AI generator, Gemini

Technocal: Brand Illustration, Surface design, 2D Animation

Professional Skill: Visual communication, Creative problem solving, Collaboration & Adaptability

Languages

Chinese, English