



Wenjun Li
Illustrator

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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

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.

STRANGE SCENES, L.L.C, Los Angeles

March 2026 to May 2026

Associate artist 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 2023 to August 2024

2D opening sequence Animator

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.

Education

Savannah College of Art and Design, Savannah

September 2019 to August 2022

BFA in 2D Animation

Bronze group reward for thesis animation
Outstanding student award
Best student work of the summer
Dean's list

Savannah College of Art and Design, Savannah

January 2024 to present

MFA in Illustration

Areas of Expertise

- Adobe Photoshop
- Toon boom Animation
- Procreate
- Adobe Illustrator

Languages

Chinese, English