

Anabelle Lee

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Objective

Seeking a position as 2D artist or writer at an interactive entertainment centered company.

Education

Carnegie Mellon University (Pittsburgh, PA) *Graduated May 2011*
BA with a double major in Creative Writing and Professional Writing

Entertainment Technology Center (Pittsburgh, PA) *Graduated May 2013*
MET (Master in Entertainment Technology)

Experiences

Writer — Studying narratives with visual novels *Spring 2013*
Independent study done with guidance from the Entertainment Technology Center

- Creating a short, interaction-heavy visual novel within one semester
- Studying and analyzing narrative tools used in visual novel

2D artist — Browser-based display of personalized game recommendations *Spring 2013*
Project done in collaboration with EA's Office of the Chief Creative Officer (OCCO)

- Created all visual elements for an HTML5 recreation of EA's Origin
- Designed a custom module for Origin efficiently displaying personalized data analyses

Writer / Lead artist — Browser-based simulation of post-nuclear Hiroshima *Fall 2012*
Project for the Telemedicine & Advanced Technology Research Center (TATRC)

- Wrote introductory narrative and information blurbs, helped establish narrative flow
- Drew concept sketches for and textured all 3D elements, created all UI elements

Writer / 2D artist — Interactive museum exhibit on prosthetic technologies *Spring 2012*
Project for the Telemedicine & Advanced Technology Research Center (TATRC)

- Wrote interactive dialogue tree and information blurbs
- Drew concept sketches for and textured all 3D elements, created all UI elements

Student writer / designer *Summer 2008, Winter-Summer 2009*
Part-time to full-time with the Pittsburgh Supercomputing Center

- Compiled and rewrote materials, designed, and illustrated "STAKEs to Support STEM," a K-12 computer education booklet
- Created branding identity, designed visuals and posters for Teragrid '09 conference

Skills

- Proficient with Adobe Photoshop, Illustrator, InDesign and Flash
- Working knowledge of Autodesk 3DSMax, C++, Javascript, HTML and CSS
- Fluent in English, Korean, basic Japanese