

Li René Harmon

Twin Cities Area MN

[LinkedIn](#) • [Artstation](#)

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

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

EXPERIENCE

Atomikzen , Burnsville, MN	2000 – present
<i>Digital Artist</i>	
Metcalf Middle School , Burnsville, MN	2019 – 2020
<i>Visual Art Teacher</i>	
Art Institute , Las Vegas, NV	2013 - 2019
<i>Game Art Instructor - Fulltime</i>	
Art Institute , Las Vegas, NV	2010 - 2012
<i>Academic Director / Instructor</i>	
FIDM , Los Angeles, CA	2009 - 2010
<i>Interactive Media Instructor - Adjunct</i>	
ITT Technical Institute , Sylmar, CA	2009 – 2010
<i>Game Art Instructor – Full Time</i>	
Film Roman , North Hollywood, CA	2006 - 2008
<i>Digital Background Painter</i>	
Painted backgrounds for the show <i>The King of the Hill</i> .	

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