Social Media

instagram.com/watermelonwoos/

https://x.com/waterwoos

linkedin.com/in/karen-le-124b4113b/

Karen Lee

Design | Layout | BG Paint

Email: karenleedraws@gmail.com | C: (647) 515-1276
Portfolio: karenleedraws.com

A passionate, hardworking, and well-rounded artist with a focus in design, layout, and BG paint. An enthusiastic team member who always works hard to meet the needs of the team to achieve the best possible result.

Software Skills

2D
- Adobe Photoshop
- Clip Studio Paint
- Toonboom Harmony
- Adobe Animate
- Adobe After Effects
- Adobe Premiere Pro
- Toonboom Storyboard Pro

3D
- Blender
- Autodesk Maya
- Autodesk Mudbox

Recognitions

Bronze Medal - 3D Character Animation
May 2015

Skills Compétences Canada

- Awarded Bronze Medal at the Skills Ontario Competition in the 3D Character Animation scope.
- 3D modelled, rigged and animated original character designs to create an animated short in a 7 hour time constraint in Autodesk Maya.

Pan Am Traffic Box Design
February 2015

City of Markham

- Created a traffic box wrap design that was selected by the Mayor for the City of Markham's Pan Am Public Art project. Design is currently displayed at Enterprise Drive & Birchmount in Markham.

Experience

Nov 2025 - present

Background Layout and Paint Artist
Animated Pilot - Vancouver, BC

- Created new background layouts and paintings based on design keys for multiple locations for an animated pilot.
- Communicated consistently with the Director in order to enhance quality of the artwork.

Oct 2024 - May 2025

2D Background Painter
Tales of the Teenage Mutant Ninja Turtles
Titmouse Inc. - Vancouver, BC

- Responsible for painting texture, applying lighting gels, and matching palettes to colour keys on Tales of the Teenage Mutant Ninja Turtles.
- Communicated consistently with the BG Paint supervisor for revisions to enhance the quality of the artwork, and ensure consistency throughout each sequence.

August 2024 - October 2024

Environment Concept Artist
Swordmonkey Studios Inc. - Alberta, Canada

- Created environment concept artwork based on the director's vision for multiple locations for an undisclosed game project.
- Completed location-based research and used references to create concept artworks based on locations provided by the director.
- Communicated consistently with the Art Director to enhance the quality of art and ensure consistency throughout locations.

Nov 2023 - Oct 2024

2D Layout Artist
Titmouse Inc. - Vancouver, BC

- Created clear and organized drawings for layout on Star Trek: Lower Decks and an undisclosed project.
- Communicated consistently with the BG supervisor for revisions to ensure all assets are consistent throughout each sequence and enhance quality of art

Education

Sept 2015 - April 2019

Bachelor of Animation
Sheridan College - Oakville, Ontario
- Projects
  - "Skyfish" - 4th Year Thesis Film
    - Completed a 2 and 1/2 minute film within the deadline
    - Produced original story, storyboard, character designs and layouts that were cohesive and compelling
  - "Gamble" - Group 2D Animated Short Film
    - Created concept art for character, props, layout, colour and storyboards that greatly pushed the development of the film's art direction.