

Guangda Li  
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## Education

- 2011: - Bachelor's degree in Arts and science of animation at Université Laval  
2008: - CÉGEP degree in social sciences at Cégep Sainte-Foy

## Work Experience

- 2013: - Arts teacher in École de langue et de culture chinoise Kueihua  
- Manga/arts mentor for "Projet Phénix" Motivation Jeunesse at Jean de Brébeuf High school  
- Concept artist, texture artist for project: "Glitch'd" Zabava Studios  
- Graphic novel for Productions Soleil Rouge.
- 2012: - Project: Kamishibai for Théâtre du Cerisier  
- Deepvoid concepts and interface designs
- 2011-2012: - Freelancer artist for Productions Soleil Rouge: Illustration, interface, concept art, 3d textures and in-game assets designs

## Assets:

### Languages:

- French
- English
- Mandarin Chinese

### Software:

- Mastery in Photoshop
- Knowledge in 3d software: Autodesk XSI
- 3d Coat
- Zbrush

## Interests and passions:

- Drawing
- Animations
- Miniatures wargaming, painting and collecting
- Biology / Ecology / Entomology