

**Warren Lee**  
warrenleeart.com

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## Experience

**Senior Character Illustrator** (April 2014 – December 2021)

**ViacomCBS / Nickelodeon** (Burbank, CA)

SpongeBob SquarePants, Teenage Mutant Ninja Turtles, Paw Patrol, Star Trek Prodigy, Rumble, JoJo Siwa, Shimmer & Shine, Invader Zim, Sunny Day, Dora & Friends, Garfield, Blaze & the Monster Machines...

**Art Director** (April 2018 – January 2019)

**Viacom / Nickelodeon** (Burbank, CA)

Top Wing, Rusty Rivets, Nella the Princess Knight, Team Umizoomi, & Bubble Guppies

**Character Designer in Visual Development** (June 2017 – June 2018)

**Nickelodeon Animation** (Burbank, CA)

**Character Designer** (May 2016 – March 2018)

**Saban Brands** (Los Angeles, CA), Rainbow Unicorn Kitty, Popples, & Luna Petunia

**Associate Art Director, CGI, 3D – Creative Development** (March 2007 – March 2014)

**Viacom / Nickelodeon** (Glendale, CA)

Developed pitches for original intellectual properties.  
SpongeBob SquarePants, Teenage Mutant Ninja Turtles, Monkey Quest, Neopets, Petpet Park, Scribble Hero, Thunder Bow, & Jelly Cannon

**Concept Artist for Disneyland Theme Parks** (June 2011 – November 2011)

**Walt Disney Imagineering** (Burbank, CA)

Visual Development for Blue Sky: Created pitches for new attractions & rides.

**Animator** (2005 – 2007)

**Titmouse, Inc.** (Los Angeles, CA)

Metalocalypse & Snoop Dogg's Hood of Horror (Feature Film)

**Storyboard Revisions & Prop Design** (2005)

**Warner Brothers Animation** (Sherman Oaks, CA)

Coconut Fred

**Character Designer** (2005)

**One Red Room** (Toluca Lake, CA)

**Lead Artist** (2002 – 2005)

**Neopets & Millsberry** (Glendale, CA)

**Storyboard Clean-up** (2003 – 2003)

**Nickelodeon Animation Studios** (Burbank, CA)

Kung Fu Spy Troll

**Storyboard Clean-up & Revisions** (2001 – 2002)

**Nickelodeon Animation Studios** (Burbank, CA)

Invader Zim

## Education

Gnomon School of Visual Effects (2010)

California State University, Long Beach, BFA: Illustration

## Skills

Adobe Photoshop, Adobe Animate, ZBrush, & Autodesk Maya