

CASEY (XIU LI) LI

3D ARTIST | VISUAL DEVELOPMENT

WWW.CASEYLIART.COM/3D | WWW.LINKEDIN.COM/IN/CASEY-XIU-LI-LI/ | CASEYXIULILI@GMAIL.COM

PROFILE

3D modeler and sculptor with a background in visual development and experience creating character and environment assets for games and animated films. Experienced in translating concept art into 3D assets, UV mapping, texturing, and preparing models for rigging, animation, and integration.

EXPERIENCE

ART LEAD - BARDIC, Broken Bread Studios AUG 2026 - PRESENT

- Modeled stylized low-poly characters for an RPG rhythm game, working in a retro old school game style
- Created character topology to support joint deformation during rigging and animation
- Modeled facial geometry and painted expressions for a 2D face animation system controlled by set driven keys
- Sculpted, retopologized, UV unwrapped, and textured environment and character assets
- Troubleshot baking errors and geometry issues for other 3D artist during asset production
- Coordinated handoff of character and environment assets to level designers and technical artists for integration

3D ART LEAD - SOLILOQUY OF THE STARS (Student Film), Flying Horse Animation Studios FEB 2026 - JULY 2026

- Modeled main characters and clothing with deformation, VFX, and cloth simulation requirements in mind
- Matched character proportions with motion capture skeletons to support animation data transfer and character integration
- Created character concept art and lookdev pieces to establish film's character designs and visual direction
- Oversaw production of 3D environment assets and managed asset fidelity in each shot

LEAD CHARACTER ARTIST - SPLINTER (Student Game), Stained Glass Studios OCT 2025 - JULY 2026

- Translated 2D concepts into 3D character models, balancing visual quality with technical constraints
- Managed character asset production from concept iteration through sculpting, retopology, texturing, and in-engine integration
- Developed modular character components to streamline model creation and support asset variation
- Assisted in animation retargeting and troubleshooting during gameplay implementation
- Collaborated cross departmentally to iterate on assets based on feedback, gameplay requirements, and engine constraints
- Coordinated character animation production and established workflows and documentation for student artists and contractors

CONCEPT ARTIST - TALES OF THE TAVERN (Student Game), STL Productionz JAN 2024 - JULY 2024

- Designed NPCs and side characters with distinct silhouettes, visual identities, and gameplay roles
- Created character portraits, UI assets, and promotional illustrations for game's marketing campaign
- Produced 2D character animation sequences for the game's official trailer

VIS DEV ARTIST - WULF (Student Film), Studio Relic MAY 2024 - SEPT 2024

- Produced character turnarounds, orthographic drawings, expression sheets, and performance studies to keep character on model
- Assisted in developing character concepts exploring silhouette, personality, emotional range for the film's lead character.

EDUCATION

SEPT 2025 - PRESENT MS, Game Design (3D Art Track)
Florida Interactive Entertainment
Academy (University of Central Florida)

SEPT 2019 - MAY 2024 BFA, Illustration (Concept Design)
Savannah College of Art and Design
Animation Minor

PROGRAMS

ZBrush
Autodesk Maya
Adobe Illustrator
Arnold Renderer
Atlassian Jira
Substance 3D Painter
Adobe Photoshop
Adobe After Effects
Marvelous Designer
Perforce

SKILLS

Visual Development
3D Character Modeling
Art Direction
Graphic Design
Character Design
Product Design
Costume Design
Digital Illustration