Ed Lim

Education

Washington University in St. Louis
2018 / BFA in Communication Design

Skills

Proficient
Unity3D, Blender, Photoshop, InDesign, Illustrator, After Effects, Adobe Premiere, FL Studio, HTML/CSS, Microsoft Office Suite

Working
Javascript, C Sharp, Live2D, Cinema4D

Languages
English, Korean, Conversational Japanese

Seattle, WA
33mashi@gmail.com
ed-lim.com

Experience

Freelance Designer & Illustrator
2017–2019
Various / Seattle, WA & Saint Louis, MO

Designed and illustrated characters for the purpose of print and digital press for San Guo Yan Yi: Three Kingdoms in 300 Words, a language-learning picture book, for Hello Chinese Learning.

Produced motion graphics for 2018 Olin Awards: Big Data to Boost Crop Yield by Lingxiu Dong and Durai Sundaramoorthi after working closely with the researchers. Footage was later reused for lectures and presentations regarding the research.

Produced motions graphics for Durai Sundaramoorthi's research on using Big Data for grocery chain supplies following positive feedback from the faculty regarding the previous work.

UI/UX front-end development for etherwords.io, a block-chain marketplace for custom words in the Ethereum network.

Lead Artist
2018—2019
P90 Studio / Seattle, WA

Art directed and produced assets for Onlyhearts, a digital card game in development together with co-founder and programmer John Lim.

Design Chair
2016—2017
Issues Magazine / Saint Louis, MO

Designed and illustrated multiple covers for a bi-semester magazine for social change. Also was in charge of overall editorial design and oversaw other student illustrators through online and face-to-face meetings.

Design & Marketing Manager
2015—2016
Ursa's / Saint Louis, MO

Designed posters and produced promotional videos for an alternative late night programming venue on the South 40 inside WUSTL Campus.

3D Lab Monitor
2015
Sam Fox School of Art & Design / Saint Louis, MO

Responsible for assisting professors and handling equipments in the 3D Lab at Sam Fox School of Art and Design.