



+31 6 82275171



chrisjleeph7@gmail.com



Sint Walburgstraat 8B, Groningen



www.chrisjleeworks.com



Christobal Joven Lee

SOFTWARE SKILLS

- Adobe Photoshop
- Blender
- Substance Painter
- Unreal Engine
- Unity

EDUCATION

HBO BACHELOR COMMUNICATION AND MULTIMEDIA DESIGN

Hanze University of Applied Sciences
Groningen, October 27, 2025

NLQF 6 / EQF 6.

Major: Game Design

Minor: Brand, Design, and Psychology

LANGUAGES

English (Native)

Dutch (B1)

Cebuano (Conversational)

CHRISTOBAL JOVEN LEE

DIGITAL ARTIST & DESIGNER

Multifaceted digital artist with experience in 2D Illustration, 3D art, environment design, graphic design, concept art, and more. Concluded several projects working with clients through university assignments, and working closely with clients as a freelancer. Experienced with working in a team environment - including creative lead roles. Passionate about creating strong visual and thematic identities for any project.

EXPERIENCE

GLITCH DESIGN COMMITTEE

GLITCH Study Association

2019 - 2021

- Artist and Graphics Designer for social media assets.
- Designed the 2020 line of GLITCH hoodies.
- Helped develop visual branding for two consecutive years.

MERCHANDISE DESIGNER

Sodoyki

2020 - 2021

- Designed fan merchandise for the Final Fantasy franchise.

FREELANCE ARTIST/ILLUSTRATOR

Freelance

2020 - Present

- Designing and illustrating character art for individual clients.

RAG-TAG CO-FOUNDER

RAG-TAG

2021 - Present

- Co-founded a student-led art community.
- Helped establish branding and visual identity.
- Managed online community and online/offline events.
- Designed and Illustrated assets for social media.

3D ENVIRONMENT ARTIST/GAME ART GENERALIST

Indietopia (internship)

2024

- Designed, modeled, and textured 3D game-ready assets.
- Designed playable 3D environments in Unreal Engine.
- Co-developed and QA tested a Virtual Reality experience for the Borg Verhildersum Museum in the Netherlands.

SERIOUS GAME DESIGNER/GAME ART GENERALIST

DIT-Lab

2025

- Designed a social awareness game prototype for an organization affiliated with the Dutch Education Executive Agency (DUO.)
- Produced 2D character art and pre-rendered 3D visuals for a single-player narrative game.