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Christobal Joven Lee

SOFTWARE SKILLS

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

EDUCATION

SECONDARY SCHOOL

Sacred Heart School - Ateneo de Cebu

2010 - 2014

ROC Leeuwenborgh - HAVO NG

2016 - 2018

HANZE UNIVERSITY OF APPLIED SCIENCES

Communication & Media Design

Major: Game Design

Minor: Brand, Design, and Psychology

2019 - Present

LANGUAGE

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.
- Established own personal branding.

RAG-TAG CO-FOUNDER

RAG-TAG

2021 - Present

- Co-founded a student-led art community.
- Helped establish branding and visual identity.
- Managed community Discord server and community events.
- Collaborated with third parties to host workshops.
- 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-development and QA testing 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.