

**JI YOUNG LEE**  
**ART DIRECTORS GUILD LOCAL 800**

Email: jiyoungee0711@gmail.com

Website: www.setjesign.com

## SKILLS

For the last 4 years, my focus has been integrating the art department with the virtual art department into a streamlined virtual production workflow.

## SOFTWARE

Maya, Rhino 3D, AutoCad, InDesign, Illustrator, Photoshop, Microsoft Office, Drawing, Painting, Model Making

## LANGUAGES

Korean  
English

## EDUCATION

**University of California, Los Angeles**  
MFA in Scenic Design from the School of Theater, Film and Television Class of 2016

**Rhode Island School of Design**  
BFA in Interior Architecture Class of 2012

## FILMOGRAPHY

**BLACK PANTHER : WAKANDA FOREVER** MARVEL STUDIOS  
**ASSISTANT ART DIRECTOR: ADDITIONAL PHOTOGRAPHY (LA)**  
Director: Ryan Coogler  
Production Designer: Hannah Beachler, Jason T. Clark (Additional Photography)

**THE MANDALORIAN (SEASON 3)** LUCASFILM LTD  
**ART DIRECTOR**  
Creator: Jon Favreau, Dave Filoni  
Production Designer: Andrew Jones

**THE BOOK OF BOBA FETT (SEASON 1)** LUCASFILM LTD  
**ART DIRECTOR**  
Creator: Jon Favreau, Dave Filoni  
Production Designer: Andrew Jones

**THE MANDALORIAN (SEASON 2)** LUCASFILM LTD  
**ASSISTANT ART DIRECTOR**  
Creator: Jon Favreau, Dave Filoni  
Production Designer: Andrew Jones

**THE MANDALORIAN (SEASON 1)** LUCASFILM LTD  
**ART DEPARTMENT PA**  
Creator: Jon Favreau, Dave Filoni  
Production Designer: Andrew Jones

**THE MULE** WARNER BROS  
**ART DEPARTMENT PA**  
Director: Clint Eastwood  
Production Designer: Kevin Ishioka

**FINCH** AMBLIN PARTNERS  
**ART DEPARTMENT PA**  
Director: Miguel Sapochnik Production Designer: Tom Meyer

**CALL OF THE WILD** 20TH CENTURY FOX  
**ART DEPARTMENT PA**  
Director: Chris Sanders  
Production Designer: Andrew Jones

**DELUSION: LIES WITHIN - VR** SKYBOUND ENTERTAINMENT  
**ART DIRECTOR**  
Director: Jon Braver  
Production Designer: Kevin G. Williams

**AQUAMAN** WARNER BROS  
**ART DEPARTMENT PA**  
Director: James Wan  
Production Designer: Bill Brzeski