

Oliver Mei

Email: olivermeiyitian@gmail.com

Portfolio: olivermei.com

Education

Beijing Film Academy, School of Animation
Bachelor of Fine Arts (Animation Art)

Sept 2014 – Jun 2018

University of Southern California, School of Cinematic Arts
Master of Science (Interactive Media & Games Development)

Sept 2023 – May 2025

Experience

Left Pocket Culture Communication Co.

Jul 2018 – Apr 2020

Artist, Animator

- Nov 2019 – Jan 2020. Produced concept scenes and designed promotional materials for “Nana And The Wonderful Kingdom”, a 36 episode 3D animation series.
- Jan 2020 – Mar 2020. Joined Super Mini Warriors film project team, responsible for visualizing story ideas in early stage, designing concept scenes, keyframes, storyboards and characters.
- Jun 2018 – Apr 2020. Worked for “Papa And Melody”, a 52 episode animation series, responsible for developing scenes in an original art style, and became team leader of the art department of eight members and took charge of producing art resources for the final product. The series was launched on Tencent Video in Jan 2021.

Shanghai Xuandong Communication Co.

Feb 2019 – Aug 2019

Illustrator

- Collaborated with 3 other illustrators on a travel documentary comic, “Memories On The Port”. Created 10 pages of illustrations with my own individual art style. Also participated in narrative design and publicity. The physical version was published by Shanghai Cultural Publishing House in Sept 2021.

Shanghai Xiaoshu Game Co.

Jul 2020 – Aug 2021

Artist, Game Designer

- Worked for “The Bard In Wulin”, a deck-building card game for mobile platform as lead artist. Took charge of building up general visual expression, including characters, scenes, interfaces, cards and animations. Also helped with narrative design and iterative testing. The game was launched on Taptap in Jan 2022.

Beijing Yidian Digital Entertainment Technology Co.

Feb 2022 – Jul 2022

Visual Designer

- Worked for Bondee, a metaverse social media for mobile platform, as visual designer for characters. Combined trendy elements with Chibi style and created dozens of character outfits.

Shanghai Bosgame Co., IGA Game Studio

Dec 2021 – Dec 2023

Artist, Game Designer

- May 2022. Developed puzzle video game “Heavy Magician”, took charge of puzzle designing and art resources producing. The game was launched on China Indie Game Alliance Website.
- Feb 2022 – Jun 2022. Worked for “Game Design”, an educational video game as lead 2D artist, developed three versions of visual design, including characters, scenes, cards and interfaces.
- Jan 2023 – Aug 2023. Developed board game “Behind The Stardom”, joined iterative testing and built up the final visual version. Also helped run through the process of physical product sampling.