

GRACE LI

From a small town in Michigan, living and working in Los Angeles, CA. Currently at Riot Games as a Technical Artist on Teamfight Tactics.

[See resume in tab!](#)

gracejli.com

gracejieyi@gmail.com

Education

2023 *B.A. in Computer Science from Pomona College*

minors in Fine Art, Media Studies

Work Experience

Linkedin: [linkedin](#)

Resume: [link here](#)

Shows

2026 [Student Art Showcase](#) (Spring), Art Division - Los Angeles, CA

2025 [Student Art Showcase](#) (Winter), Art Division - Los Angeles, CA

[Beauty of Bereavement](#), Art Division - Los Angeles, CA

2023 [Observatory](#), Benton Art Gallery - Claremont, CA

[Art + Book](#), Benton Art Gallery - Claremont, CA

2021 [Virtual Gallery, Static Arts Collective](#), New York City, NY

2017 [Art.Write.Now. National Exhibition](#) - New York City, NY, Parsons New School

Publications

- 2022** Agave @ Pomona College Spring 2022
- 2021** [Box Speed Zine 2](#)
- 2019** Gallimaufry Magazine Cranbrook Schools

Talks

- 2025** [ColorStack Virtual Career Fair Panelist](#) | Technology in Games
[Reboot Representation Panel with Riot Games](#)
Karma Talk with Sue Min Koh with Riot Games
- 2024** [Future AI Startup Pitch Winner](#) @ Asia-Pacific Conference of German Business - New Delhi, India
with the Vice Chancellor Robert Habeck
Virtual Reboot Internship Road Show with Riot Games
- 2023** [October Gallery Talk](#) speaker, Benton Art Museum - June Harwood: Paintings

Press

- 2026** [Naiveweekly](#) my email signoffs project
- 2017** [Gedenk Award for Tolerance](#)

Awards

- 2020** [Yahoo Creators Fund Artist Microgrant](#) Winner
- 2018** Margaret Augur Scholarship Cranbrook Schools
- 2017** [Gedenk Award for Tolerance](#)
Scholastic Gold Key for Drawing and Illustration
Scholastic Silver Key for Photography

National (Gold/American Visions) Medal for Drawing and Illustration

Workshops

2026 (Spring) Intermediate Painting, Art Division, Los Angeles, CA

2025 (Fall) Intermediate Painting, Art Division, Los Angeles, CA

Teaching

2023 (Fall) Game Engine Programming Teaching Assistant, Pomona College, Los Angeles, CA

(Fall) Writing Partner, Center for Writing and Speaking, Pomona College, Los Angeles, CA

2020 (Spring) Discrete Math and Functional Programming Teaching Assistant, Pomona College, Los Angeles, CA

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Skills

Game Development + Graphics:

Unreal Engine 5, Gameplay scripting, gameplay tooling, pyMel, Perforce, Vulkan, Unity, Maya, Blender, Substance Painter, Substance Designer, Photoshop, Spark AR, Character Rigging, AfterEffects, 2D Animation

Coding:

Python, Java, C++, C, Typescript, React.js, JavaScript, HTML, CSS, Tailwind, Git, Rust, Nodejs, C#, .NET framework

Fine Arts:

Ceramics wheelthrowing, laser cutting, linocut, painting, illustration, 2D frame by frame animation