

James Lee

He/Him/His

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James Lee is a Trinity University college student majoring in Communications/Media Studies and Computer Science with a minor in New Media Art. He excels in visual storytelling as an Illustrator while simultaneously, serving as a dedicated Studio Assistant at Say Si. Where he imparts artistic coding and new media knowledge to young aspiring artists and programmers. With a strong coding basis in Java, Lua, and HTML/CSS, James is a problem-solving enthusiast, blending innovation with design acumen. His commitment to academic excellence and passion for creativity, education, and technological innovation inspire both peers and mentors.

Education

Trinity University | College 2026

GPA: 3.58 | BA in Communications and Computer Science | Minor in New Media

Say Si | Arts Program 2016 - 2022

Experience

Graphic Designer for the Trinity University Football Team

09/2022 - present

- Designed captivating highlight graphics for individual players, showcasing their skills and achievements.
- Collaborated closely with the team's marketing and media departments to ensure visual content aligned with branding and messaging.

Illustrator for the Trinitonian Newspaper

08/2023 - present

- Produce multiple pieces per issue, tailoring visuals to article demands.
- Collaborate effectively with writers and section editors to provide suitable visual accompaniments for articles.
- Demonstrate creative artistry by crafting illustrative artwork and capturing photographs that enhance storytelling.

HIVE New Media Studio Assistant at Say Si

09/2023 - present

- Proficiently instruct students in new media, including video game design, creative coding, and multimedia content creation.
- Collaborate in shaping The HIVE program, ensuring it remains innovative and aligns with industry trends.
- Lead engaging studio sessions for both middle school and high school students.
- Foster creativity and self-expression in students, empowering them to drive positive change within themselves and their communities.

Mentor at Say Si

01/2022 - 09/2023

- Worked as a teacher's assistant for an after-school non-profit.
- Helped middle schoolers create art.
- Problem-solving, and creating a safe and welcoming learning environment.

Projects

Planty vs. the World

03/2022 - 03/2022

- Led, designed, coded, and published a rogue-lite game for a game jam, tackling themes of environmentalism and conservation.
- Awarded Best game, and Best Story

Cask Co.

03/2019 - 04/2019

- Co-produced and created a mock store selling and educating buyers on different burial options, as well as making social commentary on how funeral companies scam their buyers.
- Scholastic Silver Key

Dolphist

06/2018 - 06/2018

- Co-lead, designed, coded, co-produced, and published a 2D party battle platformer for a game jam.
- Awarded 3rd place and Best gameplay

Skills (Strong -> Weak)

Software: Illustrator, Photoshop, VS Code, Figma, Trello, WordPress, SketchUP

Programming Languages: Java, HTML, CSS, JS, Scala, Python, Haskell, Lua

Extracurricular Activities

- AAPI Student Council
- Tiger TV Network
- Trinitonian NewsPaper
- Esports Captain