

JEEHO LEE

604-319-5616

jeeho3d@hotmail.com

www.jeeho3d.com

3D MODELING

& TEXTURING LIGHTING ARTIST

#404 – 1155 Harwood St.

Vancouver B.C. Canada V6E 1S1

OBJECTIVE

Participating in a creative team as a Modeling/Lighting/Texturing artist

SUMMARY OF QUALIFICATIONS

An experienced 3D artist participated in various projects with the wide range of production duties including concept art, matte painting, modeling, texturing, rigging, and lighting

PROFESSIONAL EXPERIENCE

- **Anthem Visual Effects** 2009 Aug - 2009 Dec / 2010 Mar - Present
 - Sanctuary* season 3 Sci-Fi TV series with on-going episodes
 - Sanctuary* season 2 Sci-Fi TV series with 13 episodes
 - Alice* Sci-Fi TV mini-series[3D Environment Artist]
 - Creating the primary concept of the environment by matte painting for visualization
 - Building and delivering 3D environment assets with the task of layout, modeling, texturing, and lighting
 - Ensuring all 3D assets contain required render passes with successful and accurate renders
- **Nerdcorps Entertainment** 2008 Oct - 2009 March
 - League of Super Evil* TV animation series[Modeling Production Assistant]
 - Building and polishing 3D models including texturing and rigging according to the design in a way that demonstrates the certain cartoony art style
 - Following the modeling production schedule on daily basis

SKILL

- Able to model variable forms of both organic and hard surface models
(Able to model life form characters and creatures / props and exterior/interior environment)
- General capabilities in rigging, shading, and texturing
- Ability to set lighting for indoor and outdoor environments according to the onset footage
- Efficient to follow the high-paced production deadlines under high pressure environment
- Willingness to work flexible hours, including weekends when required

SOFTWARE KNOWLEDGE

Maya, XSI, ZBrush, Mental Ray, Adobe Photoshop, Premier, After Effects, Corel Painter

EDUCATIONS

- **Vancouver Film School 2007 – 2008**
[Diploma in 3D Animation & VFX – Class Honor / Specialized in 3D Modeling stream]
- **University of British Columbia 2002 – 2007**
[Bachelor Degree of Arts / Specialized in Economics]

REFERENCE Available upon request