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JIMMY LEE

3D Artist

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Profile

- Creative
- Team Player
- Adaptable
- Quick Learner

Working Knowledge

- Autodesk Maya
- Adobe Photoshop
- Pixologic ZBrush
- Adobe After Effects

Experience

3D Modeler

Jan – Mar 2009

Student Project – Visual Effects Production Team

- Cooperated with instructors and concept artists to deliver a production worthy 3D model.
- Provided a flexible workflow to allow concept artists to update designs during production.
- Resolved modeling issues by reading tutorials and seeking help from colleagues.
- Utilized Autodesk Maya and Adobe Photoshop to model, UV, texture, and render 3D assets.
- Worked in a team of 30 people.

Richmond Night Market

Apr – Oct 2007

Traffic Controller and General Laborer

- Tasked to control and adapt to changing day-to-day traffic flow.
- Implemented an improved cleanup procedure for daily grounds cleanup.
- Frequently contained and accommodated unforeseen visitors as a traffic controller.
- Received employee of the month award by increasing hospitality of the event by greeting visitors.
- Worked in a team of 15.

Education

The Art Institute of Vancouver

2007-2009

3D Modeling for Games and Animation

- Diploma
- 3.0 GPA

References available upon request