

Alexander Lee – Character TD

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alexanderleeArt.com

Experience

Character TD, Proko

San Diego, CA

August 2015 – Present

- Rigged complex, anatomically accurate muscles for art education videos
- Designed advanced Maya rigging techniques utilizing MEL, Python, nCloth, nHair, linear algebra, and complex pose- and orientation-driven blend shape deformation
- Designed simple and easy to use animation controls for animation team
- Sculpted and retopologized realistic anatomical muscle models in ZBrush and Maya
- Assisted in all aspects of 3D production pipeline including modeling, animation, texturing, rendering, and simulation

ZBrush figure sculptor, Oliver Laric

July 2014 – November 2014

- Sculpted replica of Greek statue for modern art gallery showing

Freelance Character TD

June 2013 – January 2016

- Rigged game character models, adapting to a variety of different pipelines
- Sculpted and retopologized game ready character meshes
- Animated game characters

Character Art Intern, Easley-Dunn Games

February 2013 – April 2013

- Sculpted blend shapes for game characters
- Corrected topology as necessary to produce optimal deformation

Skills

- Advanced anatomical character rigging

- Maya dynamics simulation (nCloth, nHair, Bifrost)
- Animation topology
- ZBrush realistic figure sculpture
- Programming languages: Python, MEL, PyMEL, Java
- Software: Maya, ZBrush, Photoshop, Blender, Marvelous Designer, V-Ray, Arnold

Education

Gnomon
courses taken in figure sculpture and animation
2016-2017

Scott Eaton
anatomy and figure sculpture
2011-2013

Animation Mentor
courses taken in animation fundamentals
2012

Stanford University EPGY high school
computer science
2010-2011