

# Nick Lee

# Environment Artist

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**Portfolio:** <http://nickleedotcom.com/gallery.htm>

**Profile** 3D environment artist with fine arts degree and four years experience in game development.

**Education** **CARNEGIE MELLON UNIVERSITY**

*Masters of Entertainment Technology (Aug 2006 - May 2008).*

Artist, designer and producer working in an interdisciplinary environment and collaborating with other artists, designers and engineers to create innovations in interactive entertainment.

**RUTGERS UNIVERSITY**

*Bachelor of Arts, Visual Arts (Sept 2000 - May 2004).*

Painting and drawing concentrations with a double major in Art History.

**Experience** **SHATTERPROOF SOFTWARE - Unannounced Indie Title (PC)**

*Creative Director, Environment & Character Artist, Rigging & Animation (May 2010 – Current).*

**DEVRY UNIVERSITY – Game and Simulations Programming Degree Program**

*Professor, GSP 240 – Practical Game Design with Lab (Current).*

**WALT DISNEY IMAGINEERING - Unannounced (Theme Park Attraction)**

*Concept Artist, Visual Designer (Contract, May 2010 – Aug 2010).*

**FUNZIO - World at War, Crime City (Social Gaming)**

*2D UI Artist, 3D Artist, (Contract, Jan 2010 – May 2010).*

**EA SPORTS - Tiger Woods PGA Tour 2010 (360/PS3)**

*Environment Modeler (Contract, Oct 2008 – Jan 2009).*

**TRINO TEAM - Trino (XBL Indie Games, PC)**

*3D Artist, Designer (Jan 2008 – Jan 2010).*

**ASTORINO - Augmented Reality Project (Custom Platform)**

*3D Artist, Producer (Aug 2007 - Dec 2007).*

**Modeling** Highly experienced in creating accurate, precise hard-surface meshes and organic meshes. Familiar with current generation asset pipeline including high-poly to low-poly workflows.  
*Primary Tools: Maya, Zbrush. Some experience with 3ds Max, MudBox, Sketchup.*

**Texturing** Expert in mapping UV's for efficient texturing. Can create a variety of texture styles ranging from photo-realistic to stylized using procedural and hand-painted techniques.  
*Primary Tools: Photoshop, Maya, CrazyBump, xNormal.*

**Rendering & Lighting** Focused on real-time lighting environments. Expert at allocating directional and non-directional light bakes for static and animated assets.  
*Primary Tools: Maya, Photoshop, CrazyBump, xNormal.*

**Rigging & Animation** Some experience in rigging and animating actors, props, vehicles and characters employed in real-time rendering environments. Can also write custom Maya tools using MEL script.  
*Primary Tools: Maya.*