

# RACHEL LEE

## CG GENERALIST & UNREAL ARTIST



I'm a 2D/3D artist with a strong sense for lighting and composition.

I'm passionate about creating polished results in every step of the cg animated pipeline. I love all things mecha.

## CONTACT

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## SKILLS

### Specialties

- Lighting
- Compositing
- Digital Sculpting
- Modeling
- Look Development
- Previs/Layout
- Set Dressing
- Drawing & Painting

### Software

- Unreal Engine 5
- Maya
- Nuke
- Arnold
- Substance Painter
- Zbrush
- Photoshop
- After Effects
- Premiere Pro

## EXPERIENCE

### Lighting Artist at The Frameyard

June 2024, Remote

- Key Lighting using Maya/Arnold for NDA game trailer while maintaining photorealism.

### Unreal Engine Generalist at Psyop

April 2024 - May 2024, Remote

- Lookdev and Lighting for stylized cel shaded animation for Supercell Squadbusters, 9 shots for 30 sec.

### CG Generalist and Unreal Engine Artist at N-Gineers

January 2024 - April 2024, Suwanee, GA

- Finalize Lookdev and Lighting shots of environments in Unreal Engine 5 while maintaining realism.
- 3D Modeled and UV environments in Maya.

### CG Modeler at Studio 404

January 2021 - February 2021, Remote

- Modeled four hard surface 3D weapon assets.
- Worked closely with the designer to match references.

## PROJECTS

### "Vixen Dance" - Unreal Artist, Lighter, Composer

September 2023, Remote

- Collaborated in a team of three to create a 17 second continuous shot of a dancing vixen, featured by TheCGBros
- Modified Unreal Blueprints and fur shaders to achieve artistic and technical direction, edited the smoke niagara fx to mimic dry ice smoke, animated lights, and finally fixed clipping and noise in post production along with color grading.

### "X" - Director and Unreal Artist for Thesis Film

September 2022 - March 2023, New York, NY

- Modeled and Sculpted three stylized characters.
- Tweaked Unreal Blueprints and shaders to achieve artistic and technical direction in a tight deadline.
- Ensured shot lighting fit the continuity of the sequences.

## EDUCATION

### School of Visual Arts

2019-2023, GPA: 3.88

BFA Computer Art, Computer Animation, & Visual Effects