

RACHEL LEE

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CG GENERALIST & UNREAL ARTIST

EXPERIENCE

Psyop - Freelance Unreal Engine Generalist

April 2024 - May 2024, July 2024

- Lookdev, Lighting, and Environment tweaks for stylized cel shaded animation for Supercell Squadbusters.
- Addressed Environment notes from director feedback using Unreal's modeling tools, tweaked materials in sequencer for Lookdev, and finalized Lighting for a commercial pamphlet for Walmart Toys mascot, Lil' Roy.

The Frameyard - Freelance Lighting Artist

June 2024

- Key Lighting for 9 shots using Maya/Arnold for Game of Thrones Legends trailer while maintaining photorealism.

N-Gineers - CG Generalist and Unreal Engine Artist

January 2024 - April 2024

- Finalize Lookdev and Lighting shots of environments in Unreal Engine 5 while maintaining photorealism.
- 3D Modeled and UV Environments in Maya, working closely with the architectural designer to match blueprints in scale, for commercial use.

Studio 404 - Freelance CG Modeler

January 2021 - February 2021

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

PROJECTS

"Rustic Alleyway" - CG Generalist

September 2024 - October 2024

- Created a 3D alleyway environment using Maya/Arnold, by Modeling, Texturing, and Lighting based on a 2D reference image while maintaining photorealism.

"Vixen Dance" - Unreal Artist, Lighter, Composer

September 2023

- 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.

EDUCATION

School of Visual Arts

BFA Computer Art, Animation, and VFX

SKILLS

Modeling: Maya, Zbrush, Speedtree
Sketchup

Texturing: Substance Painter

Renderer: Unreal Engine 5, Arnold, Toolbag

Unreal Engine 5: Materials, Blueprints, Niagara FX, Foliage and Sculpting

Compositing: Nuke, After Effects

Rigging: Advanced Skeleton

Visual Development: Photoshop, Sketchbook, Krita

Other: Shotgun, Perforce Revision Control, Adobe Suite, Google Suite

MENTORSHIPS

- Compositing Mentorship - 2023

with Mikaiel Russ (On Set/Compositing Sup.)

- WIA Professional Mentorship - 2023

with Sonali Dutta (Image Engine - Sr. LookDev)

- MARS Zbrush Sculpting Mentorship - 2020

with Suhang Yao (Supercell LevelUp Program game artist)

AWARDS

- New York Animation Film Awards Finalist 2024

- Brooklyn SciFi Film Festival Official Selection 2024

- The ASIFA-East Animation Festival Official Selection 2024

- The Rookies 2023 Draft Selection

- Film of Distinction 2023 - BFA Computer Art

- SVA High Term Honors

- SVA SHR Merit Full Scholarship