

SAMUEL LEE

3D GENERALIST • BRISBANE • 0448850780

<https://jamesamlee5.wixsite.com/mysite>

◦ DETAILS ◦

Brisbane
0448850780
james.sam.lee@gmail.com

◦ SKILLS ◦

Autodesk Maya

Adobe Premiere Pro

Adobe Photoshop

Adobe After Effects

Autodesk 3ds Max

NukeX

Substance Painter

Substance Alchemist

Filming

Digital Photography



◦ HOBBIES ◦

Snowboarding, Soccer, Tennis,
Cricket, Photography, Videography,
Australian Music, Travel.



PROFILE

As a passionate 3D environmental & VFX artist I have been using Autodesk and Adobe products for over 10 years and while I've completed most of these projects as a student/hobbyist I would love to extend my skills into the professional arena. I'm most comfortable in the 3D domain with years of experience in Maya and 3ds Max, involved in projects like animation for film & TV, games and photo-realistic rendering.



EMPLOYMENT HISTORY

Marketing Assistant at Mandalay Technologies, Brisbane

June 2019 — October 2020

Content creator for corporate website and social media profiles, tasks included:

- Filming, conducting interviews and all associated editing.
- Voice-over, narration and writing transcripts.
- Creating video to showcase company products.
- Creating video to aide in training.
- Uploading to website & social media platforms.
- Collaboration & feedback/contribution to marketing team.

Cafe Manager, Assistant Manager, Barista at Coffee Hit (2018 - Current), Lovewell Project (2016-2018), Frenchies Cafe (2014 -2016), Shingle Inn (2010, 2014), Brisbane

August 2007 — October 2020

- Manage, supervise & train staff.
- Rostering for 15+ staff.
- Open & Close procedure.
- Ordering stock & liaising with suppliers.
- Banking, billing, invoicing & payroll.
- Customer service & complaints handling.
- Meeting Food Licencing & WHS standards.
- Liaise with Business Manager & NFP directors for strategic planning.
- Manage social media platforms, company email, comments & reviews etc.



EDUCATION

Bachelor of Animation (Technical Direction), Griffith University, Brisbane

February 2018 — November 2020

(Deferred) Bachelor of Business (Marketing) & Bachelor of Games and Interactive Entertainment, Queensland University of Technology, Brisbane

2010 — 2015



REFERENCES

Keith B.A. Stanley from Marketing Express

kstanley@mandalaytech.com • 0412 882 640

Angela Logovic from Mandalay Technologies

alogovic@mandalaytech.com • 0412 734 100

Michael Theodorou from Coffee Club

0490 490 369



Renders for Without a Trace - Griffith Student Film 2020

I was the sole environmental artist on a team of 15+ students who worked on the 4 minute animated short-film.

I was responsible for asset creation, texturing, lighting and composition.

Low-Poly Environment, day & night scenes

Design and compose a render for a fictional scene using Autodesk Maya. The aim was to create low-poly assets and lighting to compose an aesthetically pleasing scene without the use of texturing or materials.



Realistic Environments

Use a combination of high-poly models and textures/materials to create a realistic looking scene (fiction or non-fiction).

Texture Mapping workflows (PRB)

Make use of PBR workflows to create accurate texture maps and materials to compose a realistic forest scene in Unreal Game Engine. Use the asset provided (radio) in combination with substance painter to create realistic wear and tear.

