
Samuel J. Lee 3D Modeler
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OBJECTIVE To obtain a position in the entertainment industry
 (game/film) that will utilize my skills as a 3D modeler.

TECHNICAL QUALIFICATIONS	SOFTWARE	PLATFORM
	Autodesk Maya	PC
	Adobe Photoshop	Mac
	Adobe After Effects	
	Adobe Illustrator	
	Final Cut Pro	
	Motion Builder	
	Realvis Matchmover Pro	
	Unfold 3D	
	Renderman for Maya	
	Flash	

SKILLS Modeling, Animation, Matchmoving, Drawing, UV Mapping,
 Compositing, Editing Film, Special Effects, 3D Texture

EXPERIENCE **Miss Fortune (group short film school project)**
 Created storyboards and brainstormed ideas for script,
 Filmed scenes throughout project, Edited footage using
 Final Cut Pro

Traditional Animation Project (school project)
 Created walk-cycles, Flower sack falling, Giving
 personality to a flower sack combining walk-cycle, Ball-
 bounces, Wings flapping cycle, Flag waving, Head turn

Con Voce (independent film project)
 Associate Producer, helping Executive Producer keeping
 track of members work and keeping up with dates of festivals

A Pixar Animation Studios Charity Event
 Volunteered to help guide, inform, and distribute
 itineraries to guests who donated to the Emeryville
 school district

EMPLOYMENT	Starbucks, Emeryville, CA Barista Worked on bar and floor to create customer satisfaction	2004-PRESENT
	Apple Store Baystreet, Emeryville, CA Concierge Help direct customers throughout the store and customer service	2008-PRESENT
	Ex'pression College for Digital Arts, Emeryville, CA Representative Assisted in Open House events, guiding and educating people on animation and visual effects	2004-2008

EDUCATION	Ex'pression College for Digital Arts, Emeryville, CA B.A.S., Animation and Visual Effects	2004-Nov. 2007
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