

# Christopher T. Lee

## 3D Animator

<http://sacchristopherlee.wix.com/cleeportfolio>

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- Objective** To further career as an animator for video games. Seeking a position within a team to facilitate believable movement within character animation or objects.
- Education** Academy of Art University, San Francisco  
MFA, Game Design / Animation  
California State University, Sacramento  
BFA Studio Art, Electronic Art Concentration
- Skills** 3D Character animation  
Character Rigging  
Key-frame Animation  
Rotoscoping
- Software** Adobe Photoshop, After Effects  
Maya  
Scirra Construct, Multimedia Fusion, Unity, Unreal Engine
- Experience** Freelancing  
Basic movement set for a player character.  
Costume and skin weighting.
- Patricklink3d  
Animated two character combat animations.
- Worldgame Entertainment  
Perform animation duties on creatures.
- Lead animator for a rapid prototyping class in a team of four.  
Modeled, rigged, and animated two hostile characters.
- Compiled demo reel for the digital art students of 2014.  
California State University, Sacramento
- Produced a recruitment ad for *Tera Online*, an online fantasy video game.
- Worked on demonstration videos for a wiki project.

**Accomplishments**    Exhibited 3D animations in the Robert Else Gallery at CSUS. May, 2014.

Exhibited rotoscoped animation in *Loose Skin* at the Gold Lion Gallery.