Lee Alailima-Rose
3D Generalist - Previsualization Artist

leealailimarose@gmail.com
www.leealailimarose.com
tel: (808) 393-0553

Summary

Versatile, creative and ambitious 3D artist able to build quality models and assemble complex scenes to create striking visuals and compelling animations. Experienced in leading and collaborating in teams to meet deadlines and expectations. Passionate about visual storytelling and takes the initiative to break new ground and learn.

Goals

Seeking opportunities and experience working on a variety of projects to become a more versatile 3D artist, industry expert, and eventually a director.

Software

Autodesk Maya, Autodesk 3DS Max, SketchUp, ZBrush, Adobe After Effects, Adobe Photoshop, Mental Ray, VRay, Unreal Engine 4, Enscape, RayFire

Experience

3D Visualization Artist
Nike, Inc. - Beaverton, OR — October 2016 - Present

- Modeled, textured, lit, rendered and composited complex architectural and interior 3D scenes
- Adapted virtual reality workflow for use in architectural and retail visualization using Unreal Engine 4
- Collaborated with designers and directors throughout entire design process of multiple projects

Freelance Concept Visualization Artist
FigurePlant - Portland, OR — August 2016 - September 2016

- Created concept sketches and illustrations to be used for 3D models
- Developed original and unique designs from client prompts and descriptions
- Ensured quick turn around times and effective communication while working remotely

3D Lead Visualization Artist
A-Dec - Portland, OR — September 2015 - May 2016

- Designed production pipeline for visualizing entire line of customizable equipment in 3DS Max
- Collaborated with engineers and artists to solve creative, technical, and visual problems
- Trained production artists and directed workflow

3D Production Intern
PixelPool - Portland, OR — March 2015 - September 2015

- Modeled, textured, assembled, and rendered full scenes using 3DS Max, ZBrush, and VRay
- Learned and applied new technologies and production techniques to improve office workflow
- Worked closely with art directors and leads to exceed production standards and meet client deadlines

Digital Colorist
Atroxity - Portland, OR — August 2013 - December 2014

- Designed effects and painted colors for a web graphic novel
- Worked with mood, feel, and lighting of scene
- Promoted work in social media and events

3D Generalist/Concept Artist
Frag Out Studios - Portland, OR — April 2013 - June 2013

- Conceptualized and designed stylized characters and environments for 3D modeling
- Modeled primary characters for animated cutscenes using Zbrush and Maya
- Worked closely with game designer and director to deliver supporting visuals for Kickstarter campaign

Education

Master Course in Storytelling with Previsualization
CG Master Academy — May 2018 - July 2018

Bachelors of Fine Arts in Animation
Savannah College of Art and Design - Savannah, GA — September 2008 - June 2012

- Studied Animation with an emphasis in 3D
- Attended courses in Sequential Art, Concept Art, and Video Game Design