

Myung Lee

Character Animator

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OBJECTIVE

Continue to learn and grow as an animator and entertain audiences through sincere performances

EXPERIENCE

Nihilistic Software September 2006 – Present Novato, CA
Animator

- Participated in the making of “***Conan***”, a Next-Gen title for the Xbox360 and PS3 and “***Zombie Apocalypse***”, a downloadable arcade title for the XBLA and PSN.
- Responsible for the in-game and cinematic animations and implementing them into the game using proprietary software and adjusting further improvements as needed.
- Work closely with the lead and the team through animation dailies.

Factor 5, LLC February 2006 – August 2006 San Rafael, CA
Animator

- Animated creatures in the Next-Gen. PS3 title “***Lair***”
- Helped develop the animation tree and figured out the mechanics needed to get the best flow for the animations
- Utilized Perforce and rmEditor to place and export the animations as assets
- Planned, blocked and animated camera moves for cinematics

EDUCATION

Academy of Art University Fall 2001 – Spring 2006 San Francisco, CA
BFA in Computer Arts

Pixar 3 Advanced Animation (3D)

- The class collaborated together to make a short film(The Creampuff Con) with the instructors as directors overseeing layout and storytelling
- 2-3 shots were divided to each student to animate throughout the semester and collaboration between the students were vital for the shots to link together correctly
- Learned advanced acting and experienced the process that a feature department goes through such as layout and camera

Pixar 1 Advanced Animation (3D)

- Built a strong foundation for weight and physicality in animation

SKILLS

- Values teamwork and collaboration
- Strong sense of camera and layout
- Clear understanding of weight and timing
- Works well under pressure and tight deadlines
- Proficient in Maya, MotionBuilder, Sony Vegas and After Effects

HOBBIES

- Video games, drawing, tennis, hiking, watching movies, photography

References available upon request