

Melinda Lee

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MelinLee.com

Objective: 3d Character Modeler

Skills:

3D Modeling: Maya, 3DSMax, ZBrush
UV Unwrapping: Maya, Headus UVLayout
Texturing: Photoshop, ZBrush
Compositing: After Effects and Premiere
Web design: Flash and HTML
Fine Art Skills: Freehand Drawing/Sketching/Sculpting
Operating Systems: Windows and Mac

Education:

Academy of Art University B.F.A in 3d Modeling/Texturing	2004- 2007
ITT Technical Institute Associate in Multimedia	High Honors 2002-2004

Experience:

ITT Recruitment Video for ITT Technical Institute Role: Director/Animator/Editor Executed promotion video to implement the benefits of ITT	
Academy of Art University/Housing Resident Advisor Duties: Advise/Refer Residents, Plan/Promote Programs	San Francisco, CA 2004-2007
Cyber Campus/ Academy of Art University Intern Duties: manipulate images in Photoshop for web and PDF files	San Francisco, CA Summer 2005

Interest and Activities:

Exploring tea and coffee cafes
Experiencing games for character and texture inspiration