BETSY LEE

3D Artist

San Leandro, CA

SOFTWARE SKILLS

- Microsoft Office Suite
- Google Workspace
- Autodesk Maya (2016-2022)
  - Redshift Rendering engine
  - Arnold Rendering engine
  - Turtle Rendering engine
- ToonBoom Harmony (essentials and advanced)
- Adobe Animate
- Adobe Illustrator
- Adobe Photoshop (2016-2022)
- Adobe Premiere Pro
- Blender 3D Software
- Github Enterprise
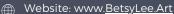- Perforce (P4v)

SKILLS & ABILITIES

3D Artist Skills:

- 3-D Modeling and texturing with Autodesk Maya and Substance Painter
- 3-D Character Animation
- Moderate in Traditional and digital 2-D Animation

Soft Skills:

- Effective Communication
- Teamwork
- Time management
- Critical thinking and problem-solving

CONTACT INFORMATION

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- Website: www.BetsyLee.Art

EDUCATIONAL HISTORY

San Jose State University
BFA Animation/Illustration (Aug, 2015 - May, 2020)

- Member, ShrunkenHeadMan (Animation/ Illustration) Club

AnimSchool
3D Animation (Dec, 2020 - May, 2021)

PRODUCTION EXPERIENCE

3D Modeler Team Lead

Apple Inc. via Apex Systems (April, 2022 - Present)

- Promoted to 3D Modeler Team Lead
- Oversees team work-load priorities and communication with Apex Systems and Apple Inc.
- Recruiting, onboarding, and training new team members
- Build, manage, and track 3D Model priorities
- Create workflow tasks for new 3D Model requests
- Provide additional support and feedback for 3rd party and internal teams
- Troubleshooting and collaboration with Engineers

3D Modeler

Apple Inc via Apex Systems (April, 2021 - 2022)

- Build, manage, and track 3D Model priorities
- Create workflow tasks for new 3D Model requests
- Provide additional support and feedback for 3rd party teams
- Troubleshooting and collaboration with engineers

Senior Animator, Producer

The Morning Bake Short Film (2019-2020)

- Led meetings and provided feedback to 3-D Animators, Visual Development Artists, and Modelers
- Created and updated physical records and digital files to maintain current, accurate and compliant documentation on google spreadsheet/drive
- Maintained schedules, managed deadlines, and interacted with teammates to support production activities by assigning shots, props, and lighting work and redirecting questions to respective departments
- Created both acting and body mechanic shots to work within a sequence
- Used Premiere Pro to mix and edit tracks for short film

Animator, Clean Up Artist

Taidaima (Coming Home) Short Film (2018-2019)

- Collaborated in a 2-D Student animated short film using ToonBoom Harmony Advanced
- Created multiple 2D rough animated shots and reworked peers' animation to finalize proportions and color
- Utilized both hand-drawn and puppet animation

Animator

Green Ninja Show (Aug. 2018- Dec. 2018)

- Created Puppet animation using Adobe Animate
- Executed dialogue shots with multiple characters
- Collaborated with different major departments