Soomin Lee

3D Environment Artist

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PROFILE

Creative and passionate 3D Environment Artist with experience in environment design, modeling with 3ds Max and ZBrush, and texture creation using Substance 3D Designer and Painter. Skilled in UI design, Niagara VFX in UE5, and pixel art, with a deep understanding of the game development process. A collaborative team player with extensive industry experience and a strong educational background.

EMPLOYEMENT HISTORY

Oct 2024 – Current **Environment Artist at The Nth Elyment** Cornwall, ON, Canada

- ✓ Modeled high-quality 3D furniture and props in a realistic medieval fantasy style, ensuring optimized topology for real-time rendering.
- ✓ Designed and created detailed wall, floor, and ceiling textures using Substance 3D Designer, incorporating procedural techniques for efficiency and material variety.
- ✓ Partnered with level designers to create immersive game environments, integrating 3D assets, lighting, and composition to enhance visual storytelling.

Oct 2021 – Mar 2022 **Environment Artist at GNC Solution** Seoul, Korea

- ✓ Made 3D models of the structure and furniture of the office, put them in Unreal Engine 4, and worked with other coworkers to make a virtual office for meeting.
- ✓ Created 3D characters and environment models and placed them in Unreal Engine 4 and worked with other coworkers to make a virtual market for retailers.

Sep 2020 – Feb 2021 **3D Artist at National University of Cultural Heritage** Buyeo, Korea

- ✓ Refined and textured 3D models of historical artifacts scanned with a 3D scanner, using ZBrush and Photoshop to create textures from reference photos.
- ✓ Delivered finalized 3D models, textures, and rendered files to the heritage conservation department of the graduate school.

EDUCATION

Sep 2022 – May 2024 **St. Lawrence College** Cornwall, ON
Game Programming Diploma

Mar 2017 – Feb 2022 **Korea National University of Cultural Heritage** Buyeo, Korea
Bachelor of Conservation Science