**Kai “Josh” Lee**

**Technical Artist**

Austin, TX

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**EDUCATION**

**The University of Texas at Austin**, Austin, TX Expected May 2024

*Bachelor of Science in Arts and Entertainment Technologies*

Major GPA: 3.9

Concentration in Technical Art

*Bachelor of Arts in Psychology*

Major GPA: 4.0

Relevant Coursework (if applicable/optional): Game Development Capstone: 3D, Technical Art I (rigging), Technical Art I (tools), 3D Modeling and Texturing (I, II, and III), Materials and Lighting

**SKILLS**

**Programming Languages**: Python, C++, C

**Tools:**  Maya, ZBrush, Substance 3D Painter, Fusion 360, Unity, Unreal Engine, Quixel Bridge, Blender, C, R, Photoshop, After Effects, Premiere Pro, Character Animator, Krita, Microsoft Office Suite, Google Workspace, Slack

**Certifications / Professional Memberships / Exams:** Photoshop certification

**WORK EXPERIENCE**

**Blindlight** Los Angeles, CA May 2023 – Aug 2023

*Production and Casting Intern*

* Scheduled VO recording sessions and formatted scripts for voice actors and recording session coordinators
* Worked with large game studios such as Bungie and Bethesda to provide voice over services for games

**Fonzo Lab,** Austin, TX Aug 2022 – Dec 2022

*Laboratory Assistant*

* Performed 4 types of brain scans on study participants including fMRI, ultrasound, sonication, and EEG and learned to use relevant tools such as an MRI scanner and mounting EEG caps with gel
* Ran 2 scans per week and worked with patients and senior researchers, following established procedures

**PROJECTS**

**Stellar Larceny,** Austin, TX Jan 2024 – May 2024

* Plan, develop, and publish a 3D game with a 5-student group in one semester
* Model, rig, animate, and implement character and environment models

**3D Rigging Independent Study,** Austin, TX Aug 2023 – Dec 2023

* Rigged a biped, quadruped, and face model in Maya for animation
* Created short animations to present to and receive feedback from industry professionals

**3D Environment Project,** Austin, TX Aug 2023 – Dec 2023

* Laid out 3 environments and lighting in Unreal using 3D models from Quixel Bridge
* Created unique particle system effects including fire, steam, smoke, fireflies, and a waterfall

**Heartstrung,** Austin, TX Jan 2023 – April 2023

* Rigged and animated character models using Maya and implement animations in Unity
* Created and implemented particle effects including fireflies, confetti, rain, smoke, toxic emissions, and goal markers
* Planned, developed, presented to and receive feedback from industry professionals, and publicly published 3D game with 7-student group in 15 weeks

**ACTIVITIES & LEADERSHIP**

**Animator’s Club UT,** Austin, TX Sept 2022 – Present

*Secretary*

* Keep records of officer and general meetings, send reminders for action items, and organize club social events
* Reach out to and host guest speakers currently working in the entertainment industry