

Alyssa Lee

I am a 3D artist and programmer interested in creating interactive and animated works.

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SKILLS

- Maya
- Houdini
- Python/Java/C/C++
- HTML/CSS/Javascript
- Unix
- Blender
- THREE.js
- Photoshop
- Unity (C#)

COURSES

- Animation Art and Technology
- Introduction to 3D Animation (TA)
- Computer Graphics
- Real Time Animation
- Animation Studio
- Principles of Software System Construction
- Principles of Imperative Computation (TA)
- Interactivity and Computation
- Electronic Media Studio: Moving Image

OTHER

- Alpha Phi Omega National Service Fraternity

EDUCATION

2017-2021 Carnegie Mellon University [Pittsburgh, PA](#)
3.85 GPA
Undergraduate studying Computer Science and Art.
Minor in Animation and Special Effects.

EXPERIENCE

Fall 2020 - current Carnegie Mellon IDEaTe [Pittsburgh, PA](#)
Teaching Assistant--Assists in grading, answering questions, and holding office hours for the Introduction to 3D Animation Pipeline class.

Summer 2019 Pixar PUP [Emeryville, CA](#)
Intern--Learned about the Pixar Pipeline and Technical Director roles: modeling, rigging, shading, layout, set dressing, lighting, and FX. Worked on individual FX project and a group short film.

Summer 2018 MITRE [McLean, VA](#)
Software Engineering Intern--Created a web application using React, Flask, OpenCV, and Tensorflow to identify building outlines when provided with satellite imagery.

PROJECTS

2020 grown [houdini](#) · [maya](#) · [arnold](#)
A 3D animated short film made with three other students over the course of a semester.

2019-2020 simulations [houdini](#) · [maya](#) · [blender](#)
A series of short simulation studies I made to familiarize myself with Houdini and learn about FX.

2016-2020 lassyla.me [solo project](#) · [react](#)
An ongoing personal website project for practicing web development and design skills.