RACHEL LEE

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EDUCATION

University of Glasgow (GU) | The Glasgow School of Art (GSA)   September 2024
Master of Science in Medical Visualization and Human Anatomy, with Distinction

University of California, Irvine (UCI)   June 2020
Bachelor of Arts, Minor in Biological Sciences
GPA: 3.7; UCI Campuswide Honors Collegium; Dean's Honor List (8 quarters)

SKILLS

Proficient with 3DS Max, ZBrush, Unity, Adobe Photoshop, Adobe Premiere, Clip Studio Paint
Experience with MITK, 3D Slicer, VR development, Autodesk Maya, Blender, Cinema4D, Rhinoceros 3D, 3D printing, Adobe Illustrator, Adobe InDesign, Adobe Animate, Adobe Creative Cloud, Python, Unity C#
Conversational in Mandarin

EXPERIENCE

PNI Therapeutics   January 2025 - Present
3D Artist Intern
- Collaborate with programmers to develop a therapeutic **VR** application tailored to cancer patients
- Lead art direction and produced mood and color boards with **Clip Studio Paint** to ensure visual impact
- Engineer and optimize high-quality 3D models and textures using **3DS Max** and **Blender**
- Resolve complex technical challenges to create a streamlined, functional aesthetic and user experience

Butt Talks TV   June 2021 - July 2023
2D Animator and Editor
- Used **Adobe Illustrator, Animate,** and **Premiere** to deliver on-brand educational animated videos about gastrointestinal health on YouTube and TikTok
- Collaborated on video scripts with a medical professional to pare down complex topics for public education
- Analyzed **social media** trends to develop promotional strategies
- Developed a **Python** tool that connects to the ChatGPT API to aid with writing video scripts

Apples and Oranges Arts   December 2020 - March 2021
2D/3D Artist
- Communicated with a multidisciplinary team to create a **VR** musical in collaboration with Discovery Cube
- Conceptualized initial moodboards and assisted with solidifying the ambience of the show
- Researched and developed textured 3D environment models such as buildings, furniture, and machines using **Clip Studio Paint** and **Blender**

Monterey Bay National Marine Sanctuary   September 2020 - July 2021
Graphic Design Intern
- Bounced design concepts off other teammates to gain fresh insight and learn from one another
- Applied **Adobe Photoshop**, **InDesign**, and **Illustrator** skills to revamp exhibit signs and brochures with new iconography, as well as photobash wildlife conservation posters

PROJECTS

Educational VR Application about Mitochondria   July 2024 - September 2024
Solo developer
- Experimented with **Meta XR SDK** and studied scientific articles on mitochondria to balance realism and playability
- Managed project under a strict 3 month deadline while learning new software features and workflows on the fly
- Integrated skills in **Adobe Creative Cloud**, **3DS Max**, **ZBrush**, **Unity C#**, **MITK**, and more into a finished product
- Publication in press: "MITOMOVER – Interactive Mitochondrial Dynamics in Virtual Reality", Springer Medical Visualization and Applications of Technology Book Series

Student-developed Video Games   September 2016 - June 2020
UCI Video Game Development Club General Artist
- Produced characters, environments, props, and animated sprites with **Photoshop** in art styles such as pixel art and hand-drawn, with project time limits ranging from 48 hours to >2 years