

Lee Williamson

Senior Games Artist

Arlington, Massachusetts

Cell: (919)608-9089

lee@leeallanwilliamson.com

www.leeallanwilliamson.com

AREAS OF EXPERTISE

- Prop/Environment Modeling
- Character Modeling
- Hard Surface Modeling
- Photogrammetry
- VFX
- Concept art

SOFTWARE

- 3DS Max, Maya, Zbrush, Substance Painter, Marvelous Designer
- Photoshop, Lighroom, Photoscan, Procreate, Premiere
- Unity, Unreal, Vicious Engine, Turbine G4, Harmonix Forge
- TestTrack, Hansoft, Perforce, Powerpoint

PROFESSIONAL EXPERIENCE

Harmonix Music Systems, Boston, MA Artist

January 2015 - March 2017

Worked exclusively on Rock Band 4. Communicated with art leads, designers and engineers to ensure consistency with vision and design, while ensuring that assets met performance standards. Responsible for DLC content after launch.

- Modeled, retopologized, textured and integrated character assets and props for Rock Band 4.
- Coordinated with creative leads, art, design and engineering to author VFX and HUD assets to develop a clear, effective and enjoyable game-play experience for the title, Rock Band 4.
- Developed concept art for the Freestyle Guitar Solo feature and character assets within Rock Band 4

Contract Consultant, Arlington, MA

January 2012 - Present

3D Artist and Designer for Interactive Media and 3D Print

Provide various clients with design/concept and modeling services for interactive media and 3D printing/post finishing.

- Design and create 3D assets and animations for computer games.
- Modeling for output to 3D print.
- Post work on 3D prints (finishing, painting, etc.).
- Clients of note include Industria Mechanika, and the History Channel.

Turbine Inc., Needham, MA
Visual Effects Artist

April 2014 – October 2014

Developed and integrated VFX as a part of the character team for Infinite Crisis.

- Created VFX for characters to communicate a character's specific game play requirement, per the wishes of the designers and directors vision.
- Worked within a character pod and contributed to planning/execution of a character's design and VFX. Communicated daily to the team to convey issues and seek feedback to stay on track within an aggressive time frame.

Turbine Inc., Needham, MA
Contract 3D/2D Artist

January 2014 – April 2014

Member of the environment team to provide assets for the MOBA title Infinite Crisis.

- Modeled, textured and integrated prop elements and vehicles within Turbines proprietary engine.
- Painted large terrain textures (road damage, plant-life, trash, etc.).
- Coordinated within the team to ensure good communication and feedback to reduce any potential conflicts.

Vicious Cycle Software Inc., Morrisville, NC **July 2007 – January 2012**
3D Prop/Environment Artist

Cooperated with fellow artist, members of the design and engineering teams to develop 6 published computer game titles.

- Acted as a 3D artist creating props and environment elements on 6 published titles, while working as destructible object team lead.
- Was integral to the design, development of the technical pipeline and implementation of the destructible/interactive object scheme found in the title, *Eat Lead: The Return of Matt Hazard*.

Ubisoft/Red Storm Ent., Morrisville, NC **September 2004 – July 2007**
Marketing/3D Prop Artist

Served as both a production and marketing artist on a total of 4 titles.

- Modeled and textured prop objects for the titles, *Ghost Recon: Summit Strike*, *Ghost Recon: Advanced Warfighter*, and *Ghost Recon: Advanced Warfighter 2*.
- Authored marketing and box art for the title, *Rainbow Six: Lockdown*.

EDUCATION

Appalachian State University, Boone, NC
Bachelors of Science in Graphic Arts & Imaging Technology, with a minor in photography

The Vancouver Film School, Vancouver, BC
Certificate in Animation and Digital Effects