

# HYE-WON LEE

## - Surfacing Artist -

Motivated texture artist with two and a half years of faculty-directed experience in surfacing and modeling; a proven ability to work under direction to produce assets for broadcast, film and games; a strong background in team-based projects, seeks a position as a texture artist.

### Skills

- Material and texture creation
- 3D model creation
- Illustration
- Software fluent (3ds Max, Substance Painter, Zbrush, Maya, Unreal Engine)
- Teamwork
- Adaptability
- Attention to Detail
- Responsibility
- Strong communication skills

### Experience

Texture Artist, Lighting Artist, Storyboard Artist, Concept Artist  
*Dear Amy - Faculty-directed project at Humber College, Toronto* September 2020 – December 2020

Texture Artist January 2020 – April 2020  
*Dawn N Dust - Faculty-directed project at Humber College, Toronto*

Intern Summer 2014  
*Inkwon & Partners, Seoul, South Korea*

- Gathered extensive visual reference materials for the logo design rebranding of Yonsei University's Severance Children's Hospital
- Contributed strongly to the small four-person team, being the main source of reference for the project

### Education

Humber College 2018 – 2021  
*Animation – 3D*

- Honours

University of British Columbia 2012 – 2017  
*Bachelor of Arts - Psychology*