LEE WEE TAT

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3D ARTIST

Summary

   I am a 3D Artist looking for contract/full-time job. I really love doing Game/CG productions from pre to post. It lets me feel a sense of fullfilment. I am always excited and looking forward to new or different projects as they will definitely throw me some challenges which I think is good as it will benefit me in learning new process/ways. I strongly believe that every experience is a learning opportunity. Bad experiences are lessons learnt too. I am excited in what's going to come in my career ahead and I look forward to working on higher profile projects!

Education

Digipen Institute of Technology Singapore (2015-2019)
Bachelor of Fine Arts in
Digital Art and Animation

Sch of Interactive & Digital Media Nanyang Polytechnic (2010-2013)
Diploma in Digital Media
Design (Games)

Achievements

Digipen Animation Awards
Best 3D Group Project (2019)
Best Visual Development (2019)
Best 2D Film (2017)

Siggraph Asia 2019
Computer Animation Festival (2019)

Skillsets

Rigging   Modelling   Animation
Texturing   Compositing
Previs   Layout   Digital Sculpt
Character Design   Sculpting

Software Proficiency

Maya   3ds Max   Zbrush
UE4   Unity   ToonBoom
Photoshop   AfterEffects
PremierPro
KeyShot   Substance Painter

Experiences

Freelance CG Generalist (Jan13- Oct 13)

- 3D Artist for Training Simulation Game (In Unity Engine) - Confidential
- AR Mobile App Character Artist - My Little Monster App
- Game Asset Artist (In Unity Engine) - Sea of Fire (for Navy Open House 2015)
- Mobile App Title cut animator

- Mobile App 3D asset Artist (May 19- Ongoing)
- Product showcase CG generalist
- Game Character Rigger
- Product Lighting and Rendering Artist
- CG Production Generalist
- CG Generalist

Awarded Title: The Way Home (Siggraph Asia 2019) (May 18- Apr 19)
Character TD/ Technical Animator (Team of 14)
- Built character rigs for main characters, over sees other characters rigs, worked with other TD on skinning and blendshapes.
- Setup basic rig to be implemented into mocap for previs.
- Rectified rigs and technical problems in animation and UE4 pipeline.
- R&D on animation in UE4 pipeline. Implemented Maya Live link for convenience of Director and Animators.
- Rigged a separate hair rig for use in final hair dynamics. Simulated hair animations using tools. (Aug 16- Apr 17)

Awarded Title: Savannah Showdown
Tech Artist/ Animator (Team of 6)
- Learnt to build 2D rig in Toonboom and used it to steamline the group's production.
- Animated and composited scenes.