



# JONAH LEE

CG ARTIST

## CONTACT

jjlee.cg@gmail.com  
(913)687-8892

## PORTFOLIO

www.jjleecg.com

## EDUCATION

**School of Visual Arts**  
BFA Computer Art, Animation, & VFX

## SHORT FILMS

**GREENER** - Hacho Brozowski  
April 2023 - Dec 2023

**Fishboy** - Joe Song  
Dec 2022 - Jan 2023

**Awakening**  
August 2021 - April 2022

## PROGRAMS

Autodesk Maya  
Pixologic Zbrush  
Substance Painter  
Mari  
Marvelous Designer  
Arnold  
Marmoset  
Nuke  
Unreal Engine 5  
R3DS Wrap3  
Adobe Suite (PS/AE/PR/AI/ID)

## EXPERIENCE

### 3D Artist Sight & Sound Theatre, PA

Oct 2024 - PRESENT

- Responsible for modeling and/or sculpting of major theatre setpieces and props
- Interpret digital illustrated renders to 3D, while working in confines of "footprint" (bounding box of where set resides)
- Collaborate with art director and engineers to figure out functionality, design, and construction of the sets.

### 3D Generalist (freelance) Psyop, NY

June 2024 - July 2024

- Modeled, textured and look-dev of modular environments and prop pieces
- Collaborated with Unreal Engine team for proper modeling perspectives, set-dressing and shading output
- Worked alongside CG team to interpret Walmart's visions for upcoming magazine Posters and holiday set

### 3D Generalist (freelance) HOPR, NY

August 2023 - Dec 2023

- Setdressed, 3D modeled, look-dev, and lighting of various environments and prop models
- Collaborated with a CG team developing commercials for Google & Flutter Firebase
- Interpreted clients' visions by providing multiple iterations to requested the 3D models and renders

### 3D Character Integration Intern DreamWorld, CA

June 2023 - August 2023

- Assisted on character visual overhaul for the release of DreamWorld Alpha 2 in Unreal Engine 5
- Integrated Metahuman models with customized morph-targets
- Weekly playtests to ensure all character changes and fps performances are well optimized

### 3D Generalist (freelance) Tidal Force VR, NY

May 2022 - May 2023

- Responsible for creation of 3D assets and environments for Tidal Force proprietary on-site games in Unity.
- Create customized textures and/or mesh with new optimized retopology and UVs
- Refined animations, rigs and LODs to assist gameplay