Lee Alailima-Rose
3D Generalist - Cinematic Artist

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Summary

Versatile, creative and ambitious 3D artist able to build quality models and assemble complex scenes to create striking visuals and compelling animations. Proficient in leading and collaborating in teams to meet deadlines and expectations. Passionate about visual storytelling and takes the initiative to break new ground and learn.

Goals

Seeking opportunities and experience working on a variety of projects to become a more versatile 3D artist, industry expert, and eventually an Art Director.

Software

Autodesk Maya, Autodesk 3DS Max, ZBrush, Adobe After Effects, Adobe Photoshop, Mental Ray, VRay, RayFire, Headus UVLayout, CrazyBump, Unity3D

Experience

Freelance Concept Visualization Artist
September 2016 - August 2016
FigurePlant - Portland, OR
- Created concept sketches and illustrations to be used for 3D models
- Developed original and unique designs from client prompts and descriptions
- Ensured quick turn around times and effective communication while working remotely

3D Lead Visualization Artist
September 2015 - May 2016
A-Dec - Portland, OR
- Designed production pipeline for visualizing entire line of customizable equipment in 3DS Max
- Collaborated with engineers and artists to solve creative, technical, and visual problems
- Trained production artists and directed workflow

3D Production Intern
March 2015 - September 2015
PixelPool - Portland, OR
- Modeled, textured, assembled, and rendered full scenes using 3DS Max, ZBrush, and VRay
- Learned and applied new technologies and production techniques to improve office workflow
- Worked closely with art directors and leads to exceed production standards and meet client deadlines

Digital Colorist
August 2013 - December 2014
Atroxity - Portland, OR
- Designed effects and painted colors for a web graphic novel
- Worked with mood, feel, and lighting of scene
- Promoteed work in social media and events

3D Generalist/Concept Artist
April 2013 - June 2013
Frag Out Studios - Portland, OR
- Conceptualized and designed stylized characters and environments for 3D modeling
- Modeled primary characters for animated cutscenes using Zbrush and Maya
- Worked closely with game designer and director to deliver supporting visuals for Kickstarter campaign

Instructor of Architecture and 3D Visual Effects
June 2012 - August 2012
Yale University/Exploration - New Haven, CT
- Developed and executed multiple lesson plans to teach skills in design, drafting, and 3D modeling
- Demonstrated tools and techniques of the architectural and 3D visual effects industry
- Created an environment similar to an architectural studio

Education

Bachelors of Fine Arts in Animation
September 2008 - June 2012
Savannah College of Art and Design - Savannah, GA
- Studied animation with an emphasis in 3D
- Initially majored in and studied Architecture
- Took classes in Sequential Art, Concept Art, and Video Game Design