



Jax Lee

Character Animator

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Objective:

To utilize my artistic and creative skills, and expand my knowledge in the character animation field.

Work Experience:

Nov 2008 to present

CG Animator – ImageMovers Digital, a Walt Disney Company

Novato, CA

[Disney A Christmas Carol] 2009

[Mars Needs Moms] 2011

- Enhanced character performance by using keyframed animation on top of mocap data
- Created fully keyframed performance animation for non-mocap shots

[Yellow Submarine] 2012

- Created fully keyframed animation test

May 2006 to June 2008

Character Animator - LucasArts, a Lucasfilm Company

San Francisco, CA

[Star Wars: The Force Unleashed] - Xbox 360 and PS3

- Created pre-visualization, in-game character and vehicle animations
- Created performance animations for cinematics and vignettes
- Established character blocking, camera positioning and animated camera for cinematics

[Untitled Indiana Jones Project] - Xbox 360 and PS3

- Created in-game character animations
- Helped establishing cinematic workflow using existing cinematic tools

March 2006 to May 2006

Cinematic Artist - Stormfront Studios, Inc.

San Rafael, CA

[Eragon] - PS2, Xbox, PC and Xbox 360

- Created performance animations for in-game cinematic and cut scenes
- Polished existing in-game animations
- Proto-typed character animation for unannounced sci-fi/ action project

June 2004 to August 2004

Graduate Assistant - Academy of Art University

San Francisco, CA

January 2001 to December 2002

CG Instructor, Animator and Designer - Dasein Academy of Art College

Kuala Lumpur, MY

- Produced 3D animated clips for local TV stations
- Designed educational identity promotional items
- Taught fundamental sketching, Lightwave 3D, and Macromedia Director
- Course planning for Lightwave 3D and Macromedia Director classes
- Organized college's road show and helped run art exhibition

Skills:

- Proficient with animation, modeling, and texturing
- Strong sense of color and design
- Good foundation in traditional art
- Languages: English, Mandarin Chinese, Cantonese, Hokkien, and Malay
- Software: Autodesk Maya; Zbrush, Adobe Photoshop, After Effects, Premiere, Illustrator, Newtek Lightwave 3D; LucasArts Zeno, Linux.

Education:

September 2006 to Present

Master of Fine Arts in 3D Animation and Modeling (Part Time) - Academy of Art University

San Francisco, CA

January 2003 to December 2005

Bachelor of Fine Arts in Character Animation - Academy of Art University

San Francisco, CA

- Classes Included: Character Animation 1 & 2 taught by Pixar animators Andrew Gordon, Mike Venturini, Bobby Podesta, and Ross Stevenson (Admittance through portfolio review)

January 1998 to December 2000

Diploma in Illustration - Dasein Academy of Art College

Kuala Lumpur, MY

Awards / Honors:

- Finalist in Character Animation categories at the Academy of Art University Spring Show, 2007
- Finalist in Texturing categories at the Academy of Art University Spring Show, 2005
- Steady 3.5+ GPA: On the Academy of Art University President's Honor List 2003-2005
- International One Shows Merit Award, Direct Mail Category (collaborative work), 2002
- Dasein Top Ten Student Award, 1998, 1999 & 2000
- Head of Dasein student committee, and head organizer of Dasein Prom Night 2000

Hobbies / Interests:

- Playing video games, acting, photography, soccer, singing, hockey and etc

References available upon request