

SANG LEE

Portfolio: www.sangsquare.com
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3D ARTIST

As a creative 3D Artist with a collaborative work ethic, I create visual representations of all kinds of 3d models for use in the development of the design process over six years. I'm specialized in 3d photo-realistic rendering and walkthrough, flythrough animation. All projects include architecture, concept environment for game, exhibit booth design, products.

SOFTWARE EXPERTISE

Expert Level - 3ds max, Sketchup, Photoshop, Vray, Lumion

Intermediate Level - Maya, Blender, Substance Painter, Unity, Unreal engine, Marmoset Toolbag

Basic Level - AutoCAD, Revit, Zbrush, After effect, Illustrator

PROFESSIONAL EXPERIENCE

FIVERR.COM PRO IN 3D PRODUCT ANIMATION 2020 – PRESENT **PROJECT BASED CONTRACTOR AS 3D ARTIST**

- Responsible for All kinds of 3D Animation Projects including Product Demonstration, Service Demonstration and Marketing Animation for property.
- Here's links to the projects I've worked for

https://www.fiverr.com/users/sangsquare/portfolio?origin=seller_profile

- Translate 2D concepts into high quality 3D assets to visualize how it will work in real world space
- Maintain a high level of quality while working with design and deadline constraints

BROCK LARSEN DESIGN 2020 – 2021 **3D DESIGN CONSULTANT**

- Responsible for 3D modeling of architectural facades and set designs for theme parks attractions
- Responsible for all fly-through and walk-through animation
- Translate 2D concepts into high quality 3D assets to visualize how it will work in real world space
- Use 3D modeling skills to design space and able to incorporate into illustrations
- Collaborate with Art director, Designers, and Project managers on design specifications
- Manage 3D assets in various formats to export out in Lumion, Sketchup, 3ds max, Maya, and all other 3D formats
- Maintain a high level of quality while working with design and deadline constraints

Notable Project – GUI YANG EVERGRANDE THEME PARK in CHINA (NDA Signed)

THINKWELL GROUP 2017 – 2020

3D MODELER

- Responsible for 3D modeling of architectural facades and set designs for theme parks, resorts, museum / exhibits, live shows, and attractions
- Responsible for all fly-through and walk-through animation using Lumion
- Translate 2D concepts into high quality 3D assets to visualize how it will work in real world space
- Use 3D modeling skills to design space and able to incorporate into illustrations
- Collaborate with Art director, Designers, and Project managers on design specifications
- Manage 3D assets in various formats to export out in Lumion, Sketchup, 3ds max, Maya, and all other 3D formats
- Maintain a high level of quality while working with design and deadline constraints

Notable Project – Universal, Google, Warner Brothers, Six Flags, Hello Kitty, Sea World, and many more (NDA Signed)

OPAK CREATIVE 2016 – 2017

3D MODELER

- Responsible for 3D modeling of architectural facades and set designs for amusement parks
- Translate 2D concepts into high quality 3D assets to visualize how it will look in real world space
- Retopologize 3D assets to get them ready for 3D prints for physical scale model
- Manage 3D assets in various formats to export out in Lumion, Sketchup, Modo

Notable Project – MNC World in Indonesia (NDA Signed)

ONE DESIGN LAB, INC 2014 – 2016

3D RENDERING ARTIST

- Assist in the development of interior and exterior design concept for various type of business
- Participate in 3D modeling progress for exterior building and interior props
- Collaborate with Art director, Designers and Project Managers on design specifications
- Responsible for final render process using Vray
- Assist in post-production work in Photoshop
- Maintain a high level of quality while working with design and deadline constraints

Notable Project – MaGal town, IL PALCO, Mokkoji, Salad Farm, and many more

KRAFTMANSHIP IN MIND, LLC 2013 – 2015

3D ARTIST

- Collaborate with other artist to develop 3D web game and 3D mobile game
- Organize and maintain all the 3D assets for the game
- Participate to design environment and scenes
- Assist in all the pipeline to create 3D assets including modeling, texture, UV unwrapping, lighting, etc
- Help to develop short clips and perform video editing and compositing

EDUCATION & TRAINING

Bachelor of Science, Media Arts & Animation, Art Institute of Pittsburgh, Pittsburgh, PA