

Erik Lee

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ErikLeeAnimation.com

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OBJECTIVE

Seeking an animation position.

EXPERIENCE

Brain Zoo Studios Animator

-Ratchet and Clank "Heroes on the move" Nov. 2010 to Present

Animated characters for game cinematic cut-scenes.

Gloomshade Freelance Character Animator

-City of Friends (TV cartoon series) May 2009 to Feb. 2010

Character Animator, Using 3DS Max to produce 85 seconds key framed animation per month.

-Walking Cane January 2010

A 2-minute 3D Sci-Fi cinematic, animated by Autodesk Maya.

"Fat-tastico" MFA Thesis Project 2007-2008

A 3-minute 3D animated short film. Director, Storyboarding, Key-frame animation, 3 3D characters modeled, rigged and animated by Autodesk Maya. Lighting and Rendering with Maya mental ray. Editing with Adobe After Effects.

TEACHING EXPERIENCE

Animation Mentor Alumni Tutor 2011 - Present

AWARDS

Thesis Project: **Fat-tastico**

-Santa Monica International Film Festival (2009) Best Animation

-Academy of Art University Fall Film Festival (2009) Director Selection

EDUCATION

Animation Mentor

Class 1-6 Spring 2006-Spring2011

Academy of Art University, San Francisco ,CA

Spring 2006 - Fall 2008

MFA, 3D Character Animation

Pixar Class 2 - (Adam Burke and Mike Wu) Spring 2008

Pixar Class 1 - (Andy Beall and Travis Hathaway) Fall 2007

Acting for Animator (Summer 2006)

National Taiwan University of Art, Taipei, Taiwan

June 1999 - June 2003

BFA, Fine Arts (Oil Painting)

COMPUTER SKILLS

Autodesk Maya, Autodesk 3D Studio Max, Adobe Photoshop, Adobe Illustrator,
Adobe After Effects, Adobe Premiere, Adobe Flash