



KEN (Wu Chien) LEE CG Artist

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Objective

To work as a 3D artist where I can apply my artistic and technical skills in a creative, team driven environment with opportunity for growth. Independent, hard-working professional with an eye for detail. At most I enjoy Texturing & Lighting . I am always trying to learn as much as possible from all parts equally. As a team player I really appreciate timing and precision on scheduled tasks.

Experience

ANTHEM VISUAL EFFECTS INC - VANCOUVER CANADA — NOV 22TH 2005 - PRESENT

Texturing , Lighting Artist

Work with all aspects of shots from Texturing to finish.

Most of projects I focus on texturing , shading to lighting and rendering.

JEOUTAI TECHNOLOGY CO.,LTD- TAIPEI TAIWAN — 2002-2003

2D Artist

Web design , DM design

PREVIEW ADVERTISING CO LTD - TAIPEI TAIWAN — 2001-2002

2D Artist

Graphic design , Package design , Web design

Education

Vancouver Film School , Canada — scholarship program

May. 2005 - June. 2005

Vancouver Film School , Canada — Diploma: 3D Animation and Visual Effects

May. 2004 - May. 2005

DE LIN Institute Of Technology , Taiwan — Diploma: Civil Engineering

1993 - 1998

Skills

Autodesk Maya , Autodesk Softimage , MentalRay , VRay , Renderman , Zbrush , Mudbox ,

Body Paint , Photoshop , Illustrator , Shake , Nuke , After Effect

Awards

EMMY AWARDS 2008-2009 Nominated for Special Effect - Sanctuary

Gemini Award 2008-2009 Won for Special Effect - Sanctuary

EMMY AWARDS 2007-2008 Nominated for Special Effect - Tin Man

TV Credits

Alice (2009) , Sanctuary (2008-2011) , Vipers (2008) , Tin Man (2007) , Marco Polo (2007)

Masters of Horror (2007) , Final Days of Planet Earth (2006) , Merlin's Apprentice (2006)

Son of the Dragon (2006)