

"Myung is a **dedicated animator** that takes pride in his craft. He is a **team player** and one that likes to communicate with other team members requesting feedback and providing feedback as well. A dedicated animator, with **excellent work ethics**, I would not hesitate to work with Myung again."

LinkedIn testimonial. See more at www.linkedin.com/in/myunglee

MYUNG LEE

Character Animator

PROFILE

Self-driven animator with over 4 years of experience in the animation field.
Effective and positive team player known for contributing prominent feedback for improving animations. Able to give and embrace constructive criticism while working together with the team towards a common goal.
Collaborated on a critically acclaimed project and delivered memorable animations through meticulous planning and execution.
Detail oriented animator that has a critical eye for excellent animations.
Proven to show a strong understanding of traditional animation principles.

EXPERIENCE

Nihilistic Software **Animator** September 2006 – Present

- Demonstrated technical problem solving skills by working closely with programmers and technical artists to implement and troubleshoot cutscenes and in-game animations.
- Animated various zombies on a fan favorite; "**Zombie Apocalypse**".
- Participated in creating compelling storytelling cinematics for the "**Bolt**" videogame.
- Demonstrated the ability to animate a variety of characters and enemies with different personalities and weight for "**Playstation Move Heroes**", "**Zombie Apocalypse**" and "**Conan**".
- Worked closely with the lead and the team through animation dailies.

Factor 5, LLC **Animator** February 2006 – August 2006

- Animated various creatures in "**Lair**".

EDUCATION

Academy of Art University **BFA in 3D Animation** Fall 2001 – Spring 2006

Pixar 3 Advanced Animation (3D)

- Collaborated together to make a short film (The Creampuff Con) with Pixar animator as directors overseeing layout and storytelling.
- 2-3 shots were divided to each student to animate throughout the semester and collaboration between the students were vital for the shots to link together correctly.

Pixar 1 Advanced Animation (3D)


- Built a strong foundation for weight and physicality in animation.

SOFTWARE

Maya, After Effects, MotionBuilder, Sony Vegas.

References available upon request

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