

Wu Chien (Ken) 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 , LookDev & Lighting . I am always trying to learn as much as possible from all parts equally. As a team player I really appreciate timing and precession on scheduled tasks.

Experience

SCANLINE VFX - VANCOUVER CANADA

MAY 2023 - DEC 2023

Senior Surfacing Artist

Most of projects I focus on texturing , shading from character , creature to environment .

JAN 2022 - MAY 2023

Surfacing Supervisor

Most of projects I focus on texturing , shading , creating template and leading artists .

OCT 2020 - DEC 2021

Lead Surfacing

Most of projects I focus on texturing , shading , creating template and leading artists .

INDUSTRIE LIGHT&MAGIC - VANCOUVER CANADA

NOV 2018 - OCT 2019

Senior LookDev

Most of projects I focus on shading and lighting from props , vehicles to environment .

SCANLINE VFX - VANCOUVER CANADA

JUL 2014 - NOV 2018

Senior to Lead Surfacing

Most of projects I focus on texturing , shading and lighting from character , creature to environment .

ARTIFEX STUDIO - VANCOUVER CANADA

NOV 2013 - JUN 2014

Senior 3D Generalist

Most of projects I focus on texturing , shading and lighting from character , creature to environment .

WETA DIGITAL - WELLINGTON NEW ZEALAND

DEC 2011 - NOV 2013

Surfacing Artist

Most of projects I focus on texturing , shading environment .

ANTHEM VISUAL EFFECTS INC - VANCOUVER CANADA

NOV 2005 - NOV 2011

Senior 3D Generalist

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

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 , Katana , 3dsMax , Katana , MentalRay , V-Ray , Renderman , Zbrush ,
Mudbox , Mari , Substance painter , Photoshop , Illustrator , Shake , Nuke , After
Effect

Platforms:

Linux, PC, Mac OS

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

References available on request.