



hanchinlee.com

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objective

To obtain a 3D artist position in an environment that best utilizes my abilities while increasing my artistic skills and knowledge.

education

aug'03 - may'07	School of Visual Arts Bachelor of Fine Art: Computer Art	new york, NY
jun'05 - sept-'05	3D Mirage 3D Studio Max Training Program	new york, NY

work experience

jul'07 - aug'07	Charlex freelance modeler projects worked on: Gillette, Verizon Wireless	new york, NY
jul'07	Curious Pictures freelance Alien Project: Character modeling	new york, NY
may'07 - jun'07	Curious Pictures intern Morgan Spurlock film intro: Character modeling	new york, NY
jun'06 - aug'06	Gaia Industries intern 3D modeling, UV mapping, texturing	new york, NY
jul'05 - apr'06	Zoa Limited t-shirt Graphic Designer designed company character (mascot); designing graphics and placements, managing samples	new york, NY
jun'04 - sept'04	AVITA Company INC. Graphic Intern concept product models, drawing product specifications, gift box and packaging design, correcting samples	taipei, taiwan

academic achievements

fall'06 - spring'06	Dean's List Student School of Visual Arts	new york, NY
spring'06	Enrolled in Creature Creation School of Visual Arts [an accelerated course consisting of few hand-selected students]	new york, NY

computer skills (mac & pc proficient)

graphic software	Adobe Photoshop, Illustrator, InDesign, Dreamweaver
video software	Adobe After Effects, Premiere, Final Cut Pro, ProTools
3D software	Alias Maya, Discreet 3D Studio Max, Pixologic ZBrush