Lee Zhi Eng
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OBJECTIVE:

- To develop visually stunning computer artworks for video game titles in a junior position as a starting point.
- To rapidly improve my technical skills, communication skills and experience so that I can involve in the entire process of video game development.

TECHNICAL SKILLS:

- Concept Art Illustration
- 3D Modelling
- UV Unwrap & Texturing
- Video Compositing & Editing
- Various Types of Programming & Scripting Skills

EDUCATION:

2008 - 2010 — The One Academy, Selangor
Diploma in Digital Animation

WORK EXPERIENCE:

2010 - 2011 — Freelance 3D Artist
Ammobox Studios, Penang

My roles:
- *3D Modelling based on a given concept art*
- *UV unwrap*
- *Baking (Light Map, Normal Map)*
- *Texturing (Diffuse Map, Specular Map, Normal Map)*
- *Import assets into Unreal Engine*

ACHIEVEMENTS:

2010 — MSC Malaysia IPCC 2010
Computer Casual Games Competition Finalist

My roles:
- *Game Programming*
- *Tools Programming*
- *Concept Art*
- *3D Modelling*
- *UV Unwrap & Texturing*
- *Level Design*

SOFTWARES EXPERIENCE:

3D Softwares:
- Maya
- Blender3D
- zBrush
- Mudbox
- Crazybump
- xNormal

Game Engines:
- Unreal Engine
- Unity Engine
- OGRE Engine
- Irrlicht Engine

2D & Compositing Softwares:
- Photoshop
- After Effects
- Premiere
- Dreamweaver
- Flash
- Illustrator
- Combustion

Programming Tools:
- Visual C++
- Code::Blocks
- Qt Creator
- Eclipse