

Lee Williamson

Senior Games Generalist

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AREAS OF EXPERTISE

- Character Modeling
- Prop/Environment Modeling
- Hard Surface Modeling
- VFX
- Concept art

SOFTWARE

- 3DS Max, Maya, Zbrush, Substance Painter, Marvelous Designer
- Photoshop, Procreate Premiere
- Unity, Unreal, Vicious Engine, Turbine G4, Harmonix Forge
- TestTrack, Hansoft, Perforce, Powerpoint

PROFESSIONAL EXPERIENCE

Harmonix Music Systems, Boston, MA
Artist

January 2015 - March 2017

Worked exclusively on Rock Band 4. Communicated with art leads, designers and engineers to ensure consistency with vision and design and ensured assets met performance standards. Responsible for DLC content after launch.

- Modeled, retopologized, textured and integrated character assets and props for Rock Band 4.
- Coordinated with creative leads, art, design and engineering to author VFX and HUD assets to develop a clear, effective and enjoyable game-play experience for the title, Rock Band 4.
- Developed concept art for the Freestyle Guitar Solo feature and character assets within Rock Band 4

Contract Consultant, Arlington, MA

January 2012 - Present

3D Artist and Designer for Interactive Media and 3D Print

Provide various clients with design/concept and modeling services for interactive media and 3D printing.

- Designed and created 3D assets and animations for computer games.
- Digital sculpture and output for 3D print for Industria Mechanika, and other clients.

Turbine Inc., Needham, MA
Visual Effects Artist

April 2014 – October 2014

Developed and integrated VFX as a part of the character team for Infinite Crisis.

- Created VFX for characters to communicate a character's specific game play requirement, per the wishes of the designers and directors vision.
- Worked within a character pod and contributed to planning/execution of a character's design and VFX. Communicated daily to the team to convey issues and seek feedback to stay on track within an aggressive time frame.

Turbine Inc., Needham, MA
Contract 3D/2D Artist

January 2014 – April 2014

Member of the environment team to provide assets for the MOBA title Infinite Crisis.

- Modeled, textured and integrated prop elements and vehicles within Turbines proprietary engine.
- Painted large terrain textures (road damage, plant-life, trash, etc.).
- Coordinated within the team to ensure good communication and feedback to reduce any potential conflicts.

Vicious Cycle Software Inc., Morrisville, NC **July 2007 – January 2012**
3D Prop/Environment Artist

Cooperated with fellow artist, members of the design and engineering teams to develop 6 published computer game titles.

- Acted as a 3D artist creating props and environment elements on 6 published titles, while working as destructable object team lead.
- Was integral to the design, development of the technical pipeline and implementation of the destructible/interactive object scheme found in the title, *Eat Lead: The Return of Matt Hazard*.

Ubisoft/Red Storm Ent., Morrisville, NC
Marketing/3D Prop Artist

September 2004 – July 2007

Served as both a production and marketing artist on a total of 4 titles.

- Modeled and textured prop objects for the titles, *Ghost Recon: Summit Strike*, *Ghost Recon: Advanced Warfighter*, and *Ghost Recon: Advanced Warfighter 2*.
- Authored marketing and box art for the title, *Rainbow Six: Lockdown*.

Cryo Studios/Dark Horse Comics, Milwaukie, OR
Character Animator/3D Artist

1999 – 2001

*Teamed with a small group of developers to produce, *Hellboy: Asylum Seeker*.*

- Rigged and animated characters.
- Contributed to the design and implementation of the combat system.

EDUCATION

Appalachian State University, Boone, NC

December 1997

Bachelors of Science in Graphic Arts & Imaging Technology

The Vancouver Film School, Vancouver, BC

October 1998

Certificate in Character Animation and Digital Effects