

Lee Williamson

Senior Artist

Lee Williamson

260 Broadway S2
Arlington, MA 02474

919.608.9089
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Skills

Character and hard surface modeling, retopology, texturing (realistic, stylized), concept art, game development photogrammetry, Maya, 3DS Max, Zbrush, Painter, Marvelous Designer, Medium By Adobe

Experience

Freelance/ Contract Artist

JANUARY 2012 - PRESENT, ARLINGTON, MA

Provide clients with design/concept and modeling services for computer game development, and other media.

- Modeled and textured realistic and stylized characters in addition to hard surface objects for use in real-time engines
- Helped develop character design through concept art
- Worked with an independent studio as Art Director during production of their VR brawler title
- Sculpted high resolution mesh for use by model kit manufacturers, art restoration, and film VFX clients

Mt. Ida College / Adjunct Instructor

SEPTEMBER 2017 - DECEMBER 2017, NEWTON MA

Taught 3D modeling within the design school, to Game Art majors.

- Instructed students the fundamentals of 3D modeling using Maya
- Encouraged professionalism through the instruction of proper critique, enforcement of deadlines, and organizational principles

Harmonix Music Systems / Artist

JANUARY 2015 - MARCH 2017, BOSTON, MA

Held the role of VFX and HUD artist for the title, Rock Band 4. Afterwards, I worked as a character artist, while working on Rock Band Rivals.

- Modeled, retopologized, textured, and integrated character outfits and props for Rock Band Rivals
- 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
- Lead Artist for the Freestyle module of Rock Band 4

Turbine Inc / Artist

JANUARY 2014 - OCTOBER 2014, NEEDHAM, MA

Functioned as an environment artist, and subsequently as a VFX artist on the MOBA title, Infinite Crisis.

- Worked within a character pod and contributed to planning/execution of a character's design and VFX, while communicating daily to convey issues and seek feedback to stay on track within an aggressive time frame
- Created environment assets

Vicious Cycle Software / Artist

JULY 2017 - JANUARY 2012, MORRISVILLE, NC

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

- Created props and environment elements on 6 published titles while working as destructible object team lead
- Was integral to the design, pipeline development, and implementation of the destructible/interactive object scheme found in the title, Eat Lead: The Return of Matt Hazard

Ubisoft/Red Storm Entertainment / Artist

SEPTEMBER 2004 - JULY 2007, MORRISVILLE, NC

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 key and box art for the title, Rainbow Six: Lockdown

Education

The Vancouver Film School / Certificate in Animation and Digital Effects

VANCOUVER, BRITISH COLUMBIA

Appalachian State University / Bachelors of Science in Graphic Arts & Imaging Technology, with a minor in photography

BOONE, NC

Related Activities

VR Sculpting Performance - Boston Indies at MIT - CAMBRIDGE, MA - FEBRUARY 17, 2020

Judge - The MIT Reality Hack - CAMBRIDGE, MA - JANUARY 16, 2020

Sculpting Performance - Berklee College of Music - BOSTON, MA - OCTOBER 16, 2019

VR Sculpting Performance - Black Hat Conference - LAS VEGAS, NV - AUGUST 8 - 9, 2018

VR Sculpting Performance - CIC Artweek: Arts Technica - BOSTON, MA - MAY 3, 2018

VR Sculpting Performance - The Institute of Contemporary Art - BOSTON, MA - MARCH 28, 2018

Participant - Global Game Jam MIT - CAMBRIDGE, MA - JANUARY 2013

