

Jason Lee

Technical Artist

jzblee.com | LinkedIn | Github | Vimeo

Experience

07/2022 – present
Troy, NY

Technical Artist, *Velan Studios* [✉](#)

- Creating tools for the studio pipeline to support artist workflows for various projects
- Designed and implemented an animation picker for Maya using Python and Qt to allow animators to create layouts for, then consistently manipulate, controls for character rigs
- Created a bulk procedure to convert game models' material assignments from Maya, Unreal Engine, and other platforms to a format ingestible by Viper (the company's proprietary game engine), saving time for artists when standing up project assets
- Maintaining a custom Maya module that oversees the export of different asset types (animated models, static models, and animations) to various formats (.fbx and .gr2) per studio project, ensuring that assets are sent to the Viper Engine with consistent settings
- Working with other technical animators to share feedback on and collaborate on building production-quality character rigs for game animation

06/2018 – 12/2018
Old Greenwich, CT

Research Analyst Intern, *Ellington Management Group* [✉](#)

- Developed script repository to support day-to-day trader operations
- Composed and maintained documentation for the research team's file processing library
- Automated daily and monthly processes with Python to download, collate, and import data into SQL Server for faster research turnaround by company traders

Skills

Programming — C, C++, Python, JavaScript • **Platforms** — Windows, macOS, Linux • **Computer Graphics** • **Algorithms** • **Character Animation** • **Simulation** • **VFX** • **Cinema 4D** • **Maya** • **Houdini** • **Unreal Engine**

Projects

10/2021 – 04/2022

Authoring Gibbon Brachiation in Offline and Real-time Applications, *MS capstone project*

- Created two artist-friendly tools to author scripted and physically based gibbon animation using Python in Maya and C++ in Unreal Engine respectively

09/2021 – 12/2021

Argonaut, *Particle and RBD Simulation in WebGL*

04/2019 – 05/2019

Hand-Drawn Ray Tracing, *Nonphotorealistic rendering on IBM BlueGene/Q*

- Extensions to existing C++ project - generative bitmap creation and adaptive parallel rendering algorithm using MPI

Activities

08/2021 – 05/2022
College Station, TX

Graduate Teaching Assistant, *Visual Computing Courses @ TAMU*

- Mentoring around 50 students a week in Maya, Houdini, and Python fundamentals

08/2021

Student Volunteer, *SIGGRAPH 2021 (virtual conference)*

Education

08/2020 – 05/2022
College Station, TX

M.S. in Visualization, *Texas A&M University*

Focus: computer graphics, animation

08/2015 – 12/2019
Troy, NY

B.S. in Computer Science, *Rensselaer Polytechnic Institute*

Minors in Information Technology & Web Science and Studio Arts