# Jason Lee

## *Technical Artist*

jzblee.com  |  LinkedIn  |  Github  |  Vimeo

## Projects

**10/2021 – 04/2022**  **Authoring Gibbon Brachiation in Offline and Real-time Applications,** *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*
- Physically based animation browser applet using Euler integration

**05/2021 – 08/2021**  **Gardening for the Apocalypse,** *TAMU Summer Industry Course*
- Created a 20-second photorealistic animated short film with 5 other students
- Directed dust simulation and dirt pile generation using Houdini and VEX as the Effects lead
- Designed a noise-based dirt granule generator to be applied to more than 15 surfaces within the short, greatly cutting down on asset creation time

**01/2021 – 05/2021**  **Ray Tracing in WebGL,** *supports meshes, lights, texture maps, distribution ray tracing*

**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

## Skills

**Programming** *(C, C++, Python, JavaScript)*  •  **Platforms** *(Windows, macOS, Linux)*  •  **Computer Graphics**

**Algorithms**  •  **Character Animation**  •  **Simulation**  •  **VFX**  •  **Cinema 4D**  •  **Maya**  •  **Houdini**  •  **Unreal Engine**

## Professional Experience

**06/2018 – 12/2018**  **Research Analyst Intern,** *Ellington Management Group* ⬈
Old Greenwich, CT
- Developed production-quality applications 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

## Activities

**08/2021 – present**  **Graduate Teaching Assistant,** *Visual Computing Courses @ TAMU*
College Station, TX
- Mentoring around 50 students a week in Maya, Houdini, and Python fundamentals

**08/2016 – 05/2019**  **Undergraduate Mentor,** *CSCI 1200 Data Structures @ RPI*
Troy, NY
- Presided over course students' learning of C++ programming concepts in lab exercises and office hours in 3 semesters: Fall 2016, Spring 2017, Spring 2019

**08/2021**  **Student Volunteer,** *SIGGRAPH 2021*
- Facilitated Q&A and edited video for the Diversity, Equity, and Inclusion sessions

## Education

**08/2020 – 05/2022**  **M.S. in Visualization,** *Texas A&M University*
College Station, TX
Focus: computer graphics, animation

**08/2015 – 12/2019**  **B.S. in Computer Science,** *Rensselaer Polytechnic Institute*
Troy, NY
Minors in Information Technology & Web Science and Studio Arts