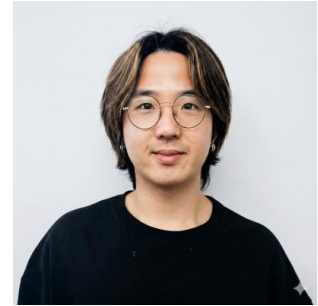


KYUNG BO LEE
Senior 3D Artist / B. Fine Art

kyungbole918@gmail.com

Language Proficiency: Korean (Mother tongue) | English (Fluent)



EXPERIENCE

Senior 3D Artist | Sumo Digital | Leamington Spa, UK | 12.2021 – Present

3D Character Artist / Generalist | SavySoda | Melbourne, Australia | 06.2020 – 07.2021

3D Character Artist | Mojito Games | Seung-Nam, S.Korea | 03.2019 – 12.2019

3D Artist | Joycity Corp. | Seung-Nam, S.Korea | 07.2017 – 03.2019

Freelance Animator | White Rabbit LLC | Los Angeles, USA | 02.2016 – 05.2016

2D / 3D Artist | Reverage Studio | Los Angeles, USA | 06.2014 – 02.2016

PROJECTS

Unannounced Project | SumoDigital | Unreal | 2020 – Present

- Modeled and textured high-quality characters.
- **Software Used:** Maya, Zbrush, Substance Painter.

KNIGHTHOOD Mobile | SumoDigital | In-House Engine

- Responsible for all character modeling and texturing assets.
- **Software Used:** Maya, Zbrush.

Stampede: Racing Royale | SumoDigital | Unity

- Created modeling and texturing for characters and vehicles.
- **Software Used:** Maya, Zbrush, Substance Painter, Substance Designer.

Game of Dice, Hero Ballz | Mojito Games | Unity | 2019 – 2019

- Handled modeling and texturing for characters and dice assets.
- **Software Used:** 3dsMax, Photoshop.

Gunship Total Warfare, 3 on 3 | Joycity Corp. | Unity, UE4 | 2017 – 2019

- Art support for aircraft units, weapons, and buildings (*Gunship Total Warfare*); created background props (*3 on 3*).
 - **Software Used:** 3dsMax, Photoshop, Substance Painter, 3D Coat.
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EDUCATION

Vancouver Film School | Vancouver, Canada

- *1 year 3D Animation & VFX Diploma (2016 – 2017)*. Finished the course with an average of 87.75.

School of Visual Arts | New York, USA

- *Bachelor of Fine Art, 4-year Traditional Animation Course (2009 – 2014)*. Received Dean's List award and was nominated for Best Character Animation for the 2014 Dusy's Award (GPA 3.4).
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SKILLS & PROGRAMS

Core Expertise: Character Art, Character Concept Art

Software:

- **3D Modeling/Sculpting:** Maya, 3dsMax, Zbrush, 3D Coat
 - **Texturing/Compositing:** Substance Painter, Substance Designer, Photoshop
 - **Game Engines:** Unity, Unreal Engine 5
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ADDITIONAL INFORMATION

Portfolio & LinkedIn: [ArtStation](#) | [LinkedIn](#)