

JUHAN LEE  
(415) 335 - 1275  
[juhanartwork@yahoo.com](mailto:juhanartwork@yahoo.com)

**Objective**

Applying for a position as a concept, modeling and texture artist.

**Job Experience**

- Oct. 07 – Nov.10 NAMCOBANDAI Games America Inc.  
- Concept and 3D Character Artist
- Apr.07 - Jul.07 Electronic Arts  
Ultima Online  
- Character concept Artist (Freelancer)
- Oct. 06 - Nov.06 Electronic Arts  
Ultima Online  
- Character concept Artist (Freelancer)
- Nov. 05 - Jun. 06 Electronic Arts - redwood city  
Lord of the Rings  
- Character and Creature concept artist
- Jan. 05 - May. 05 Genplay Games, Inc.  
- Game and UI design Artist

**Shipping Title**

Splatterhouse (FALL,2010) ( PS3,XBOX)  
Dead to Rights Retribution ( PS3,XBOX)  
Afro Samurai (PS3,XBOX)  
Dragonball Evolution (PSP)  
Extreme Challenge (Wii)  
Soul Calibur (XBLA)  
T-Mac Street Basketball (Mobile)

**Skills**

Concept design  
UI/HUD and Logo design  
Matte painting  
3D modeling & texture  
Compositing

**Software**

Maya 8.5  
Z-Brush 3.5  
Body paint 2.5  
Photoshop CS4  
Illustration CS4  
After effects CS4

**Educational Background**

- Jan. 05 - Aug. 07 MFA of 3D Modeling  
Academy of Art University
- Sep. 01 - May. 04 BFA of Illustration  
Academy of Art University