



**Donna Lei**  
3D Artist

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## OBJECTIVE

To obtain a position as a 3D artist in a creative and positive work environment.

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## SOFTWARE QUALIFICATIONS

### Advanced Skills in:

- Maya
- Photoshop
- Mudbox
- After Effects
- Unfold 3D
- Roadkill UV
- NEX Tools

### Intermediate Skills in:

- ZBrush
- Illustrator
- Match Mover
- Motion Builder
- Vicon IQ
- Final Cut Pro
- Unreal 2 Editor

### Basic Skills in:

- Flash
- HTML
- Dreamweaver
- Premiere
- Renderman

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## SKILLS

**Fine Arts:** Drawing, Figure drawing, Painting, Sculpting, Design, Matte Painting

**Digital and 3D:** Modeling, Animation, Match-moving, Compositing, Texturing, Lighting, Motion Capture and Clean-Up, Digital Painting and Design

**Languages:** Fluent in Cantonese, Understand Spoken Mandarin

**Others:** Fast learner, work well under deadlines, positive and contributing team member or group leader, skill and experience in creative writing

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## EXPERIENCE

### ***The Shining Hotel Unreal Level (Class Project)***

**May 2007**

Developed, with a team of 16, an Unreal level. Modeled and textured assets based off the movie as well as placed them in the final level.

### **Game Developer's Conference, San Francisco, CA Conference Associate**

**2008, 2009**

As a volunteer, facilitated the successful execution of Game Developer's Conference 2008 by checking badges, operating sessions, and answering questions for attendees.

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## EMPLOYMENT

### **Ex'pression College of Digital Arts, Emeryville, CA**

#### **Teacher's Assistant**

**December 2005-December 2006**

Graded and edited papers, provided feedback to students, wrote test questions and developed curriculum for Interpersonal Psychology, Western Civilization, and Stress Management.

#### **Tutor**

**November 2006-February 2007, May 2008-September 2008**

Tutored students on a one to one basis in animation and visual effects as well as general education courses.

#### **Lab Instructor**

**May 2008-September 2008**

Lab assistant for motion capture, modeling, and final project classes. Helped students with class projects and answered questions related to subject. Facilitated motion capture with Vicon system and placed markers on students. Demonstrated modeling techniques to classes.

### **MOVA: Contour Reality Capture, San Francisco, CA**

#### **Motion Capture Tracker**

**September 2008-February 2009**

Cleaned and corrected motion capture data from MOVA's proprietary facial motion capture system. Work required experience and knowledge of facial modeling and geometry as well as mo-cap data cleaning.

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## EDUCATION

### **Ex'pression College of Digital Arts, Emeryville, CA**

**August 2005-July 2008**

*Graduated Salutatorian, 3.68 GPA, Bachelor of Applied Science, Animation and Visual Effects*

### **Berkeley High School, Berkeley, CA**

**February 2002-June 2005**

*3.98 GPA (unweighted)*

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## MERITS, MEMBERSHIPS, AND AFFILIATIONS

### **IGDA Member**

**February 2008-Present**

References available upon request.