

(217) 778-3704 Contact: hopeeunji02@gmail.com Portfolio Website: <https://www.hleeportfolio.com/>
LinkedIn: <https://www.linkedin.com/in/hope-lee-32852525a/>

EDUCATION

Savannah College of Art and Design (SCAD) Savannah, GA
Bachelor's of Fine Arts: 3D Character Animation - *Summa Cum Laude*

09/2021– 05/2025

SKILLS

Proficient in Maya, Unreal Engine (UE), ZBrush, and Substance Painter, with a strong understanding of traditional animation principles and character animation. Comfortable working in fast-paced, collaborative environments with strong organizational and communication skills. Adept at problem solving, time management, and adapting to feedback through iterative workflows. Brings a positive attitude, strong work ethic, and a team-oriented mindset.

WORK EXPERIENCE

The STU/DIO (UIUC): 3D Animator & 3D Artist [Hybrid]

09/2025–Present

- Creating 3D characters and animations for VR/AR Medical & Therapy Clients
- Developing optimized 3D models and 3D animations with AI integration to allow for chat-like features
- Collaborating directly with clients and team members to facilitate work flow and artistic needs

Yaizy: Instructor & Content Developer [Remote]

09/2023–Present

- Teaching and assisting animation students through virtual workshops
- Communicating with other Instructors to provide effective support for students
- Developing lesson plans for company-wide Animation DreamLab and Comic classes

SCADpro X Hyundai Motor Group Meta Plant of America

10/27/2023–11/1/2023

3D Art and Animation Lead – 1st Place Team

- Created real-time animations and 3D models for product prototypes using Autodesk Maya & UE
- Produced animation under a tight deadline, presenting directly to Hyundai representatives

PROJECTS

Senior Capstone Student Film – *OBELUS*

04/2024–05/2025

Co-Director, 3D Animator and Story Lead

- Co-directed a student senior capstone 3D short film in UE, oversaw a team of 10 students.

SCADpro X BMW

04/2024–06/2024

3D Animator

- Currently undisclosed project with BMW

SCADpro X Doublecoin Studios

01/2024–04/2024

3D Animator

- Created game-ready character animations using keyframes and mo-cap for a Fortnite Metaverse experience
- Collaborated with the tech team to integrate and refine animations in Unreal Editor for Fortnite (UEFN)

SCAD Animation Studios – *Time Flies*

01/2024–03/2024

3D Animator

- Consistently delivered 3D animated shots on schedule for two months on a team of over 60 students

Senior Capstone Student Film – *Above the Clouds*

09/2023–01/2024

3D Environment Modeler

AWARDS AND HONORS

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|---|-----------|
| • "A" Honor Roll, Dean's List | 2021–2025 |
| • Graphic Design End-of-Year Showcase Catalog Book Publication | 2024 |
| • SCAD Mosaic: End-of-Year Showcase | 2024 |
| • SCADpro X Hyundai Motor Group Meta Plant of America Design Challenge – 1st Place Team | 2023 |
| • SCAD Academic, Achievement, and Challenge Scholarships | 2021 |