HOPE LEE *3D ANIMATOR*

(217) 778-3704 **Contact:** hopeeunji02@gmail.com **Portfolio Website:** https://www.hleeportfolio.com/
LinkedIn: https://www.linkedin.com/in/hope-lee-32852525a/ **OBELUS Vimeo Password: V3XARL0**

WORK EXPERIENCE

NetherRealm Studios (Warner Bros. Discovery): 3D Animator [On-Site] AAA Title **04/2026–Present**

- Animate AAA in-game cinematics and character performances using Maya, motion capture, and Unreal Engine.
- Clean, hand-key, implement, and refine captured performances in Maya, with a focus on strong posing, timing, weight, and character performance.
- Work with directors and animation leads to iterate on animation based on creative feedback and production needs.
- Support Technoprops facial motion capture sessions, including capture setup and performance recording, and implement facial animation using MetaHuman UE5 Control Rig.
- Troubleshoot Unreal Engine animation implementation issues and collaborate with technical and production teams to resolve blockers and meet milestones.

The STU/DIO (UIUC): 3D Animator & 3D Artist [Remote] **09/2025–Present**

- Create 3D characters and animation for VR/AR medical and therapy applications
- Develop optimized 3D models and animations with AI integration to support interactive, conversational experiences
- Collaborate with clients and team members to address artistic requirements, technical needs, and production goals

Yaizy: Instructor & Content Developer [Remote] **09/2023–Present**

- Teach and assist animation students through virtual workshops focused on animation and creative development
- Collaborate with instructors to provide effective support and feedback for students
- Develop lesson plans and instructional content 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 and Unreal Engine
- Produced animation under a tight production deadline and presented work directly to Hyundai representatives

SKILLS

Maya, Character Animation, Gameplay Animation, Keyframe Animation, Body Mechanics, Creature Animation, Expressive Character Performance, Cinematic Animation, Motion Capture, Mocap Cleanup, Unreal Engine (UE, UEFN, Sequencer, Control Rig, In-Engine Cameras), Animation Layout, Previs, Storyboarding, Facial Animation, Technoprops Facial Motion Capture, MetaHuman Animation, Stylized Character Animation, Perforce (P4V), ShotGrid (Flow), ZBrush, Substance Painter, 3D Modeling, Character Modeling, Adobe Premiere Pro, Adobe Illustrator, Microsoft Office Suite

PROJECTS

Senior Capstone Student Film – *OBELUS* **04/2024–05/2025**

- Led animation and cinematic production for a 10-person team, developing character performances from storyboards through final animation. Gave final shot approvals and led animation dailies.
- Created hand-keyed character animation focused on strong posing, body mechanics, weight, and personality.
- Directed story development and storyboarding from concept through final cinematic sequences, collaborating across animation, VFX, and production.
- Animated and assembled sequences using Maya and Unreal Engine, validating cinematics in-engine.

SCADpro X BMW **04/2024–06/2024**

3D Animator- Apple Vision Pro XR Experience

SCADpro X Doublecoin Studios **01/2024–04/2024**

3D Animator - Created game-ready character animations using keyframes and motion capture for a Fortnite Metaverse experience; integrated and refined animations in Unreal Editor for Fortnite (UEFN).

SCAD Animation Studios – *Time Flies* **01/2024–03/2024**

3D Animator - Delivered polished animation shots for a large-scale student production; applied director notes.

EDUCATION

Savannah College of Art and Design (SCAD) Savannah, GA **09/2021– 05/2025**
Bachelor of Fine Arts: 3D Character Animation - *Summa Cum Laude*