

## CONTACT INFORMATION

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**Dave Lee**

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WWW.DAVELEE3D.COM

## QUALIFICATIONS

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3D modeling  
2D texturing  
Environment art  
Video production and editing  
Level design  
Web design  
General graphic arts  
Print media  
Digital and 35mm photography

## PRIMARY SOFTWARE

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3ds Max  
Cinema 4D  
Sony Vegas Video  
Adobe Photoshop  
After Effects  
Adobe InDesign  
Sketchup  
Adobe Illustrator  
MODO  
Dreamweaver  
Many other industry-standard applications

## GAME ENGINE EXPERIENCE

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Real Virtuality Engine (DayZ/ARMA)  
Leadwerks Engine  
Unreal Engine  
CryEngine  
World in Conflict Editor  
World in Conflict SDK  
Command & Conquer Generals SDK

## REFERENCES

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Please contact me for an up-to-date list of references .  
(DAVELEE3D@GMAIL.COM)

## INTRODUCTION

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I am a artist with over nine years of broad experience including 3D artwork, web design, video production, animation and print projects. I specialize in 3D environment art and level design for video games, video production, and architectural visualizations.

## EDUCATION

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2006, High School Diploma

2011, Bachelor of Science in Visual Communication Arts, Liberty University

## AWARDS

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Eagle Scout, Boy Scouts of America, September 6th, 2006

Grand Prize, Official World in Conflict Map Making Contest, 2008

1st Place, Animation, Liberty University Student Juried Art Show, 2010

3rd Place, Computer Art, Liberty University Student Juried Art Show, 2009

2nd Place, Computer Art, Liberty University Student Juried Art Show, 2008

## SALARIED WORK EXPERIENCE

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*2007 – Present. 3D Artist and Graphic Designer*

*Liberty University. Lynchburg. Virginia*

Worked for Liberty University's Creative Media office creating 2D and 3D graphics primarily for web-based projects. Created many architectural pre-visualizations for upcoming construction projects as well as a number of fully 3D maps used in campus kiosks.

## FREELANCE EXPERIENCE

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*2011 – Present. Video Editor*

*www.youtube.com/evilviking13*

Since 2011 I have produced video content for a subscriber base now passing 23,000. Content includes a large selection of PC games, mods, and the Casual Shenanigans Gaming Podcast (2012 – Present).

*2015. 3D Artist/Video Editor*

*Troy Bowers*

I was contracted by Troy Bowers to produce a 2-minute full HD 3D animation of a mechanical design that remains under a NDA at this time.

*2010. Environment Artist and Level Designer*

*Leadwerks Corporation (Leadwerks 3D game engine)*

In March 2010 I was contracted by the Leadwerks Corporation to design a large scale sample environment for the Leadwerks real time game engine based off of the Chernobyl region of the Ukraine. I was the lead artist on the project and worked with another artist who provided the vegetation and some smaller details.

*2007 – 2008. 3D Level Designer*

*Massive Entertainment/Ubisoft Massive (Non-commissioned)*

In November 2007 I began work on a 3D custom multi-player map for Massive Entertainment's "World in Conflict" RTS game. In March of 2008 Massive Entertainment contacted me about adding the map, "Virginia", to the official roster of maps. In April 2008, "Virginia" was released as an official map. In June 2008, I submitted a second map for the Official Map Making contest, "Paradise". In July, "Paradise" was awarded the Grand Prize.

*2003 – 2008. Lead Designer & Visual Artist*

*Derelict Studios (Non-profit Mod Studio)*

Led a team of designers, graphic artists, sound technicians, level designers, and programmers in the creation of several modifications and total conversions. Experience included extensive 3D and graphic design work, leading and organizing other designers in the production of these modifications and running public relations for Derelict Studios. Created a total conversion downloaded over 100,000 times.