

## CONTACT INFORMATION

Dave Lee  
1128 Two Church Lane  
Forest, VA 24551  
434.942.5390  
DAVELEE3D@GMAIL.COM  
WWW.DAVELEE3D.COM

## QUALIFICATIONS

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

## PRIMARY SOFTWARE

Cinema 4D (4 years, trained)  
3ds Max (6 years)  
Adobe Photoshop (6 years, trained)  
Adobe InDesign (3 years, trained)  
Google Sketchup (4 years)  
Sony Vegas Video (6 years)  
Adobe Illustrator (3 years, trained)  
Dreamweaver (2 years, trained)  
Modo

## SECONDARY SOFTWARE

After Effects  
Dreamweaver  
Various visual and audio design software packages

## GAME ENGINES

Leadwerks Engine  
CryEngine 2 Editor  
World in Conflict Editor  
World in Conflict SDK  
Command & Conquer Generals SDK

## REFERENCES

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

**DaveLee3D**

## INTRODUCTION

I am an artist with over eight years of broad experience including 3D artwork, web, video production and animation, and print projects. I specialize in 3D environment art and level design for video games, architectural visualizations, game design/modifications, and level design. I also offer traditional graphic design, print design and video production services.

## EDUCATION

2006, Diploma  
2011, Bachelor of Science in Visual Communication Arts, Liberty University

## AWARDS

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  
Dean's List, Liberty University, multiple semesters

## SALARIED WORK EXPERIENCE

### *2007 – Present, 3D Artist and Graphic Designer Liberty University, Lynchburg, Virginia*

Worked for Liberty University's Creative Online Media Services Office creating 2D and 3D graphics primarily for web-based projects. Led a team to create Liberty's entire campus in low-poly 3D for the Google Earth "Model Your Campus" competition. Designed high-poly 3D architectural and landscape renders for the Liberty University Digital Campus project. Created many architectural pre-visualizations for upcoming construction projects and fund raisers.

## FREELANCE EXPERIENCE

### *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 environment for the Leadwerks real time game engine based off of the Chernobyl region of the Ukraine. The purpose of this environment was to showcase the many features of the Leadwerks engine with consistent, next-gen artwork. I was the lead artist on the project and worked with another artist who provided the vegetation.

### *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, as it was nearing completion, Massive Entertainment contacted me about adding the map, (do\_Virginia), to the official roster of maps. I then worked with Massive's level design team to complete the map. In April 2008, (do\_Virginia) was released as an official map. In June 2008, I submitted a second map for the Official Map Making contest, (do\_Paradise). In July, (do\_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 (approx.) 100,000+ times. Helped establish Derelict Studios as a professional-quality studio.