Alexander Lee – Senior Technical Artist

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Experience

Senior Technical Artist, **Freelance**
Los Angeles, CA / Remote
January 2022 – Present

- Sculpted FACS facial blendshapes in ZBrush and Maya for realistic high-res characters
- Built full facial control rig with easy-to-use blending between facial blendshape regions and combinations
- Created cloth dynamics and corrective shapes for clothing items, and corrective shapes for neck and head
- Wrote Python scripts for Maya rigging and animation pipelines, including scripts for modifying batches of .ma Maya files

Digital Artist III, **Apple Inc.**
Remote
Q1 2023

- Wrote Python UI pipeline tools for Apple Marcom, for managing 3D model, rig, and animation marketing assets for unannounced products
- Integrated work with large tech art team, submitting and merging changes via Git and receiving/providing code reviews

Senior Technical Artist, **Survios**
Los Angeles, CA
July 2019 – January 2022

- Wrote large suite of new Maya Python/PyQt tools including animation mirroring, IK/FK and spaces baking, animation export, context-sensitive marking menus and more; and made deep revisions of the Unreal ART autorig and animation system, including full scripted rebuild of output rigs
- Oversaw reconstruction of mocap import pipeline, and developed linear algebra solutions for pole vector creation/matching, and spherical coordinate rotations for correcting 3d offsets
- Set up new pose-space corrective blendshape pipeline and sculpted correctives for all 20 characters in Creed: Rise to Glory VR game
- Built rigs for titles including Creed, The Walking Dead, Aliens, and more. This work included manual rigging, scripting autorigging, weight painting, model adjustments; and Unreal skeletal mesh, retargeting, and LODs setup – including managing and rebuilding LODs with corrective blendshapes

Technical Artist, **Pure Imagination Studios**
Los Angeles, CA
May 2017 – May 2019
- Rigged characters for both high-end PC and mobile VR, including for cutting edge Alien: Descent location-based VR
- Set up HumanIK workflow for baking mocap
- Sculpted pose-space corrective blendshapes
- Revised and maintained detailed face rigs from Snappers
- Created tools in Python / PyQt for asset management, facial mocap, IK/FK snapping, and other pipeline tasks
- Wrote Maya C++ API blindData skin weights save tool with 500-700x performance over existing alternatives
- Served as problem-solving resource for work from vendors across multiple projects. These fixes included adjusting deformation, resculpting / retexturing models and hair, fixing keyframe animation, and creating additional facial blendshapes
- Created video tutorials for members of team and outside animation vendors

Artist and Character TD, **Proko**
Remote
August 2015 – December 2017
- Primary tech art contributor for Proko's popular art anatomy education, seen on YouTube and in paid courses
- Drew final écorché illustrations of various muscles for the videos
- Designed advanced Maya muscle rigging techniques utilizing Python, nCloth, nHair, linear algebra, and complex pose- and orientation-driven blend shape deformation
- Sculpted and retopologized realistic anatomical muscle and bone models in Zbrush and Maya
- Completed work in all aspects of 3D production pipeline including modeling, animation, texturing, rendering, and Bifrost simulation

Character Artist and TD, **Freelance**
February 2013 – January 2016
- Rigged game character models and created blend shapes, for variety of pipelines including mobile and early VR on Oculus Rift DK2
- Sculpted and retopologized game ready character meshes, and animated game characters
- Sculpted digital replicas of ancient statues for modern art gallery

Presentations / Teaching

Live Demo Presenter, **Lightbox Expo** / **Maxon Zbrush**
October 2022
- Demonstrated my groundbreaking ZBrush claymation technique and tools at Maxon's presentation venue at Lightbox Expo 2022
- Created a complete animation demo live and answered audience questions

Featured Artist, **Maxon Zbrush**
[Presentation Video](#)
April 2022
- Demonstrated my ZBrush claymation technique on ZBrushLIVE official channel, broadcast live to YouTube, Twitch, Facebook, etc; and answered live audience questions

Masterclass Artist, **CGCup**
[Masterclass at CGCup.com](#)
September 2021
- Demonstrated ZBrush claymation technique for ArtCraft school's CGCup masterclass program
- Created timelapse of entire animation process, and participated in commentary and Q&A

Featured Presenter, **IFCC Croatia**
[Presentation Recording](#)
May 2020
- Demonstrated my ZBrush claymation technique at IFCC Croatia digital art festival online

Skills
- Maya and ZBrush scripting, plugin, and UI Development
- Python 2/3, PyQt, C++ (Maya API), Mel, ZScript, Linear Algebra
- Maya, ZBrush, Unreal, Unity, Blender, Photoshop, Git, Perforce
- Rigging for animation and games
- Character animation and digital claymation
- Figure sculpture and animation topology
- Human anatomy
- PBR materials, texturing, lighting, rendering
- Maya dynamics simulation (nCloth, nHair, Bifrost)
- Tutorial and course creation
- Music composition

Education

Gnomon School of VFX
sculpture, animation, and visual structure
2016-2017

Scott Eaton online courses
anatomy and figure sculpture
2011-2013

Animation Mentor
character animation
2012