Kaiya
Harin Lee
Surfacing & Look Dev

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EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN
Bachelor of Fine Arts in Animation
GPA 4.0

SOFTWARE

- MAYA
- MAYA Xgen
- Substance Painter
- Zbrush
- Nuke
- Unreal Engine
- Photoshop

TECHNICAL SKILLS

- Surfacing / Look development
- Procedural surfacing
- 3D modeling
- Set dressing
- Lighting
- Compositing
- UV mapping

RECOGNITION

SCAD FOUNDATION STUDIES AWARDS
Awarded 2nd place for Digital art

LANGUAGES

- English
- Korean
- French
- Japanese

STUDENT WORK

SURFACING & LOOK DEVELOPMENT ARTIST
[HOLY MOLE-Y!!]
SEPT 2024 - MAY 2025

- Responsible for grooming all main characters with Maya's XGen
- Overlooked surfacing of the film
- In charge of giving feedbacks and critiques to other artists

TEXTURE LEAD & ASSET MODELER
[PERSIMMON RED]
SEPT 2023 - JUNE 2024

- Texturing lead for a team of 5 students in a senior thesis film
- Duties: Texturing and modeling assets, giving critiques, assigning works

TEXTURE ARTIST
[FILMHEDGE X SCADPRO]
MARCH 2023 -JUNE 2023

- Worked in a team of 6 to create a virtual production environment for the client FilmHedge
- Textured assets such as stairs and doors, set dressed in Unreal Engine

TEXTURE & MODELING ARTIST
[THE MENHEIM CLINIC]
SEPT 2022 - JUNE 2023

- Textured and look developed the main character
- Textured hero props and background props
- Modeled props

VOLUNTEER

SIGGRAPH ASIA STUDENT VOLUNTEER- TOKYO
DEC 2024

SIGGRAPH ASIA STUDENT VOLUNTEER- SYDNEY
DEC 2023