

Nate Lee

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EMPLOYMENT

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| TREYARCH <i>Senior Animator</i> <ul style="list-style-type: none">• Creating camera and character animations for studio's next title | 02/2023 – present
Los Angeles, CA |
| IMAGENDARY STUDIOS <i>Senior Animation Artist</i> <ul style="list-style-type: none">• Hand key animated cinematics for studio's first unannounced AAA project• Authored R&D Gameplay animation in Unreal 5 | 03/2022 – 02/2023
Irvine, CA |
| SUCKER PUNCH PRODUCTIONS <i>Senior Animator</i> <ul style="list-style-type: none">• Senior Animator for Ghost of Tsushima producing in-house cinematics from previs to final as well as polishing cinematic animations from outsource | 04/2019 – 01/2022
Bellevue, WA |
| TREYARCH <i>Cinematic Animator</i> <ul style="list-style-type: none">• Authored and implemented camera and character animations in Call of Duty: Black Ops 4 | 01/2017 – 04/2019
Santa Monica, CA |
| COUNTERPUNCH STUDIOS <i>Animator</i> <ul style="list-style-type: none">• Produced facial animations for Mafia III and Injustice 2 | 04/2015 – 01/2017
Los Angeles, CA |
| INFINITY WARD <i>Contract Animator</i> <ul style="list-style-type: none">• Authored and implemented Facial animations for Call of Duty: Infinite Warfare | 03/2016 – 08/2016
Woodland Hills, CA |
| LUCKBAT STUDIOS <i>Animator</i> <ul style="list-style-type: none">• Animated characters and objects for the short film, The Ottoman | 06/2015 – 04/2016
Los Angeles, CA |
| WORKER STUDIO <i>Animator</i> <ul style="list-style-type: none">• Created character and object animations in Maya and After Effects for commercial clients as well as in-house projects | 07/2014 – 04/2015
Denver, CO |
| SECTION STUDIOS <i>Freelance 3D Artist</i> <ul style="list-style-type: none">• Created images for Beats by Dr. Dre social media campaign using Maya and Photoshop | 05/2014
Los Angeles, CA |
| HALON ENTERTAINMENT <i>Previs Artist</i> <ul style="list-style-type: none">• Animated characters and cameras in Maya for previs for Dawn of the Planet of the Apes | 11/2013 – 12/2013
Santa Monica, CA |
| ZOIC STUDIOS <i>Intern</i> <ul style="list-style-type: none">• Animation, modeling, lighting and rendering in Maya and Vray for the Zoic Intern Short Film: "Catch" and worked together with a team of eight interns and mentors to develop and execute the story from concept to finish | 09/2012 – 02/2013
Culver City, CA |

EDUCATION

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| ROCKY MOUNTAIN COLLEGE OF ART AND DESIGN
<i>BFA: 3D Animation</i> <ul style="list-style-type: none">• Dean's List 2010–2011 | December 2011
Lakewood, CO |
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SKILLS

- Autodesk Maya, Motion Builder, Cinema4D, Adobe Creative Suite
- Fluent in Korean