

Benjamin Joseph Manalang Lee

3D Game Character Animator

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Work Experience:

Contract 3D Character Animator – Maranatha Games – *Though The Heavens Fall* (May. 2024 – Exp. Aug. 2024) (Team Size: 6) 3D Turn-Based Fantasy RPG (Unity)

- Concepting and creating hand-keyed 3D animations for main character cast.
- Various animations range from custom movement, attacks, skills, and idles.
- Implemented and tested character animations in Unity combat level environment.
- Concepting various animations based off self-shot reference and research.
- Communicating efficiently with other disciplines to meet pipeline deadlines.
- Participated in weekly meetings to discuss tasks and pipeline for the game.
- Assisted with skinning and rigging 3D characters.
- In-Charge of animating camera movement to showcase character skills and animations.

Animation Specialist Teacher Assistant – DigiPen Institute of Technology (Sep. 2023 – Dec. 2023)

- Assisted students with 3D animation assignments in-class with professor.
- Provided critique and draw overs for various character animation projects.
- Assisted professor with in-class lecture material and student collaboration.
- Took care of out-of-class tasks for professor such as assisting students outside of class hours, hosting online critique sessions with them.

Academic Projects (DigiPen Inst. Of Tech.):

Character Animator/Rigger – *Doodle and S.C.R.U.B.B.: Cataclysmic Events* - (Sep. 2022-Dec 2023) (Team Size: 16) 3D Couch Competitive Turf War (Unreal 5)

- Aided in concepting final robot design along with another artist.
- Rigged custom robot character for shooting and movement animations, both 1st and 3rd person views.
- Concepted and created keyed animations in Autodesk Maya for 3rd Person robot view
- Exported 3D Maya animation FBXs to test in Unreal 5 engine level environment.
- Communicated effectively with respective disciplines for overall game pipeline
- Contributed animated 3D shots of robot character for cinematic game trailer.

Character Animator – *Rushing Tide* - (Sep. 2021-Apr. 2022) (Team Size: 12)
2D Dolphin Themed Aquatic Side-Scroller (Custom Engine)

- Fully concepted main dolphin player character in Adobe Photoshop for both design and animations.
- Worked in a Photoshop to Spine 2D pipeline to animate dolphin including some enemies and VFX.
- Took Art Lead position through second semester of school year for team.
- Managed team of 3 other artists and conducted weekly meetings to help direct the art pipeline.
- Worked with multiple disciplines in programming, game design, and audio for game pipeline.
- Fully edited game trailer for project and contributed 2D animated character shots.

Education:

- DigiPen Institute of Technology – Redmond (Sep. 2020 – Apr. 2024)

Bachelor of Fine Arts in Digital Art and Animation

- University of Washington – Seattle (Sep. 2019 – Jun. 2020)

Bachelor of Science in Marine Biology

Software:

- Autodesk Maya
- Unreal Engine
- Unity
- Adobe Photoshop
- Krita
- Davinci Resolve
- Spine 2D

Skills:

- 3D Animation
- 3D Skinning/Rigging
- Refining 3D Mocap
- 2D Animation
- Sketching/Thumbnailing
- Illustration
- Storyboarding
- Character Design
- Video Editing

