

# Benjamin Joseph Manalang Lee

## 3D Game Character Animator

(425)329-9512

in/BenjaminJMLee

benlee-animation.art

leebenjamin045@gmail.com



## Academic Projects:

Character Animator/Rigger – *Doodle and S.C.R.U.B.B.: Cataclysmic Events* – (Sep. 2022–Present) (Team Size: 16) 3D Couch Competitive Cat vs. Robot Game

- Contributing concept illustrations and ideas to final design of robot character.
- Sketching concepts in Adobe Photoshop for main 3<sup>rd</sup> person character movement and gun animations for robot character.
- Rigging custom robot character for shooting and movement animations, both 1<sup>st</sup> and 3<sup>rd</sup> person views.
- Creating keyed animations in Autodesk Maya for 3<sup>rd</sup> Person robot view, gunplay, actions, and movement, moving into our Unreal 5 animation pipeline.
- Exporting 3D Maya animation FBXs to test in Unreal 5 engine level environment.
- Communicating effectively with respective disciplines for timing actions properly to audio, working with programmers to test animations in engine, and fellow animators to match actions for 3<sup>rd</sup> versus 1<sup>st</sup> person robot view.
- Contributing animated 3D shots of in-game characters for cinematic game trailer.

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

- Fully sketched and concepted main dolphin player character in Adobe Photoshop for both design and animations.
- Worked in a Photoshop to Spine 2D pipeline to animate custom dolphin character rig as well as enemy and level VFX.
- Created all main player dolphin animations and some enemy 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 for the game.
- Worked with multiple disciplines in programming, game design, and audio to discuss assets and overall pipeline for project.
- Fully edited game trailer for project in Davinci Resolve in collaboration with audio designer and other artists/animators and contributed main 2D character key animations.

## Work Experience:

Animation Specialist Teacher Assistant – (Sep. 2023 – Dec. 2023)

DigiPen Institute of Technology

- Assisted students with 3D animation assignments in-class with professor.
- Provided critique and draw overs for various character animation projects, from audio to action scenes.
- Worked with Professor to tend to student needs and assisted with in-class lecture material and collaboration.

## Education:

- DigiPen Institute of Technology – Redmond (Expected 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 5
- Adobe Photoshop
- Spine 2D
- Davinci Resolve

## Skills:

- 3D Animation
- 2D Animation
- Sketching/Thumbnailing
- Illustration
- 3D Rigging
- 2D Rigging
- Character Design
- Video Editing

