Arakareeis@live.com
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ArtStation
Phone: (801) 550 - 0745

CODY LEE

SKILLS & ABILITIES

- ZBrush 4R7
- Maya
- Photoshop
- Keyshot
- Unreal
- Substance Painter

- Unity
- Marmoset Toolbag
- Game Design
- Level Design
- Prototyping
- 3D Coat

GAMES

T.W.O (Cancelled)
- Game: Work with your friend to solve various puzzles in asymmetric rooms where your effective communication, keen observation skills, and knowledge of one another will be put to the test.
- Team: 3 Engineers, 1 Tech-Artist, 2 Artists
- Role and Responsibilities: Lead Artist, Art Director, Puzzle Designer, Distribution of asset creation tasks Responsible for artistic consistency, Responsible for assets being finished on time

Cyber Force (Prototype)
- Game: Enforce justice in the cyber world. Be careful with your power – abuse will cause a domino effect and cause more problems
- Team: 2 Producers, 3 Engineers, 1 Tech-Artist, 1 Artist
- Role and Responsibilities: Creation of major art assets, Player character, Enemies, and Enemy spawns

TiMedusa (Prototype)
- Game: A game developed for the Microsoft Imagine Cup Competition, 3D platformer, collect all the pieces of the Time Medallion in the level, but time will reset whenever you touch a piece.
- Team: 3 Producers, 3 Engineers, 2 Tech-Artists, 3 Artists
- Role and Responsibilities: Lead: Artist, Distribution of asset creation tasks, Responsible for artistic consistency, Responsible for assets being finished on time

Galactic Labor Union (Published)
- Game: Recreate planets using your tractor beam to pull in asteroids, scan them for the appropriate elements and shoot them into the proto-planet to create new planets using the gyroscopic controls of the PS Vita
- Team: 1 Producer, 2 Engineers, 1 Audio, 4 Artists
- Role and Responsibilities: Environmental asset creation

Hide vs. Seek (Ongoing)
- Game: A "cat and mouse" styled game where one player transforms into environment props while the other player seeks them out. But the hider must collect objective marks before the time runs out or the seeker will win.
- Team: 3 Producers, 2 Engineers, 1 Tech. Artist, 3 Artists
- Role and Responsibilities: Asset creation along with environmental modeling and white boxing. Making sure the level is engaging to players on both sides as well as creation of newer levels.

EDUCATION

UNIVERSITY OF UTAH
Master of Entertainment Arts and Engineering – Art

3D Modeling, Digital Sculpting, Creature Artist, Character Artist, Concept Art, Game Design, Prototyping, Asset Production / Pipeline

UNIVERSITY OF UTAH
Bachelor of Arts – Film and Media Arts with Emphasis in Entertainment Arts and Engineering

3D MODELING, DIGITAL SCULPTING, FILM PRODUCTION, CREATURE CONCEPT