Jynn Lee | 3D Generalist

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https://jynnleebus.wixsite.com/jynn-lee-portfolio

Projects:

3D Modeler - VIP: Location-Based AR For Public History, *Rochester, NY*   *Aug 2025 - Present*
- Collaborated with game developers, architects, historians, and other 3D artists to recreate a historical street in AR
- Constructed orthographic sketches and a building model based on historical photographs
- Scouted the location of the street in order to accurately map out AR experience

Environment Artist | Animator - Robotic Manta Ray, *Rochester, NY*   *Jan 2025 - May 2025*
- Developed an animation production-ready environment to present the product
- Visualized an engineered prototype for an animated showcase
- Collaborated with a team of artists and engineers to produce a professional product

3D Artist - Electric Vehicle Team, *Rochester, NY*   *Sept 2024 - May 2025*
- Animated and composited assets into live action footage for photoreal finish
- Retopologized CAD models for rendering and animation
- Created logos, merchandise, advertisements for the team

3D Artist | Compositor - Collaborative Composite Image, *Rochester, NY*   *Jan 2025 - May 2025*
- Coordinated in a team to create a photoreal composite using photography and virtual assets
- Scanned live-action models and captured high resolution HDR images on set
- Tracked camera and composited in 3D and 2D

Experience:

Environment Artist - Crossing World's Entertainment LLC, *NY*   *May 2025 - August 2025*
- Designed game ready assets and modules that fit the theme and context of the game
- Illustrated modular assets and props that fit within the game's parameters
- Researched city layouts, building designs, and props using given references

Social Media Intern - TalkRadio.NYC, *NY*   *Aug 2021 - Jan 2022*
- Wrote summaries for weekly live shows and advertised it on social media
- Created a promotional video for the show to promote on social media

Education:

Rochester Institute of Technology, 3D Digital Design BFA, *Rochester, NY*   *Aug 2022 - May 2026*

3.9 GPA

Softwares:

Maya, Blender, UEngine 5, Cinema 4D, Nuke, Adobe Suite, Substance Suite, Zbrush

Technical Skills:

Modeling, Environment Design, Motion Graphics, Compositing, Animation, PBR Texturing, Nodal Texturing, Scripting, Sculpting, Rigging