

LEE STOJKOVIC

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SUMMARY

- *Digital artist with extensive knowledge of industry-standard programs*
- *Strives under pressure in demanding, fast-paced environments*
- *Strong eye for detail and composition*

PROFESSIONAL EXPERIENCE

Pipeline Studios

Hamilton, ON

May 2016 – December 2020

Lighting/Compositing TD

- Worked closely with Animation, Layout, and FX to coordinate regular and special hybrid 2D/3D shots. Built projections for scenes as needed
- Populated scenes with various lights and applied realistic values in order to achieve the desired look and feel of the shot
- Created custom compositing templates for 3D BG pipeline as well as spearheaded custom composites for special events and lighting scenarios throughout the show
- Researched and implemented various 3D FX in Maya and Blender (particles / cloth / fluids)
- Recreated and matched exact materials and lighting of feature quality assets for rapid integration into existing pipeline. This included creating procedural details of realistic and reactive materials in a grounded lighting scenario

Texture Artist/Asset Modeler

- Created UV maps and textures for a variety of assets and sets for the Sunny Day animated series
- Modeled assets and sets for production
- Optimized files and researched technologies such as rendering software to streamline workflow
- Gained experience in inter-departmental collaboration in order to advance production quality
- Managed asset library and other artists in order to meet deadlines
- Worked closely with the Technical Director department for rendering and compositing tasks

EDUCATION

Animation - 3D – Humber College – Advanced Diploma, 2016

Multimedia Production – Confederation College – Advanced Diploma, 2012

TECHNICAL SKILLS

- Proficient in Photoshop, 3DS Max, Maya, Blender, Substance Painter, Unreal Engine, Fusion, Nuke, and ZBrush
- Able to work within multiple programs simultaneously to maximize efficiency
- Aware of common technical limitations and how to avoid them
- Always looking to optimize and improve performance

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ARTISTIC SKILLS

- Excel at hand-painted textures (e.g., details, drawn lighting, depth, texture)
- Solid understanding of how to create interesting compositions and focal points
- Strives to improve knowledge of form, anatomy, and light through research and analysis
- Creative and forward thinking while considering what is best for the team

SOFT SKILLS

- **Adaptability:** willing to change outputs and role to suit the goals of the team
- **Problem-solving:** effectively combines personal work ethic with teamwork to generate solutions
- **Communication:** explains ideas with clarity and concision and respectful of colleagues' feedback