

Elliot Lee

3D Generalist + Motion Designer

Contact

Email:
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Website:
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Address:
New York, NY

Education

University of Oregon
Advertising:
2020 to 2021

School of Visual Arts
3D Animation:
2023 to Current

Software Skills

Unreal Engine
Maya
Cinema 4D
Blender
Substance Painter
DaVinci Resolve
Adobe Creative Suite
Kling AI
Topaz AI
Tripo AI
Sparc 3D
Mid Journey
FL Studio

Technical Skills

3D Modeling
3D/2D Motion Graphics
Texturing/Shading
Lighting
Rendering
Color Grading
Graphic Design
Gen AI
Photography
Videography
Video Editing
Sound Design

Work Experience

▪ University of Oregon ARC Graphic Design Freelance - 2020 to 2021

- Rebranding, website design and social media management for UO Media and Social Action ARC, a community of first year journalism students with a focus on social justice and policy change
- Coordinated with students to align visuals with project goals, ensuring that visual language supported journalism articles

▪ NiceShoes CG Intern - May to June 2025

- Modeled and textured high quality 3D assets for animated commercials
- Worked within UE for lighting setups, animated cinematics and set dressing for a variety of projects
- Researched and implemented AI tools to enhance workflow efficiency and productivity
- Attended daily meetings and collaborated closely with the CG team to ensure models and visuals aligned with client requirements

▪ Sperm Racing 3D Generalist Freelance - July 2025

- Developed shaders and textured materials for a variety of 3D assets
- Created real time visual effects using UE’s particle system
- Collaborated closely with the CG team for visual development to maintain consistency

▪ School of Visual Arts Motion Design Freelance - June to July 2026

- Developed 2D and 3D motion graphics for branded content
- Created brand guidelines, storyboards and visual development to establish a cohesive direction for final deliverables
- Collaborated directly with the client to understand brand identity, project goals and creative direction throughout production
- Leveraged AI tools including Kling and Topaz, to accelerate early concept development, enhance visual quality and improve production efficiency

▪ Robin Reigi Sales and Showroom Assistant - June to August 2026

- Communicated with architects, designers and clients to provide product specifications and application guidance for hospitality, commercial and residential projects
- Assisted in client presentations for architecture and interior design firms, showcasing products and communicating material features and applications
- Produced photography and videography for marketing and brand content
- Maintained the showroom to create an engaging, visually cohesive display of product collections
- Prepared and shipped product samples with accuracy and attention to detail, ensuring timely delivery and professional presentation
- Managed CRM data entry and maintained accurate client records to support sales operations