LEE MARSLAND

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Versatile and driven 3D artist with over 10 years of experience in traditional and digital media; with advanced creative and technical knowledge of the industry's pipeline from concept to delivery.

SOFTWARE EXPERTISE

• Autodesk Maya and Max	• Unity	• Zbrush	• Meshlab
• Adobe Creative Suite	• Unreal Engine 4	• Faro SCENE	• Geomagic

PROGRAMMING EXPERTISE

• C#	• MEL	• PyMEL	• UE4 Blueprints	• HTML

SELECTED WORK EXPERIENCES

Virtual Reality Lead/Serious Games Developer   01/2017 – Present
SEA Limited, Glen Burnie, MD

- Day to day responsibilities include processing of scan data and developing animations and images to match engineers' hypothesis and/or client testimonials

Projects:
- Combining Point Clouds with Unity and Virtual Reality (VR) to create an interactive application that allowed users to "walk-through" an undeveloped condo unit. The user could switch between the actual undeveloped state (point cloud) and a finished view (3D mesh). The finished version incorporated measurement taking with axis' constraints and a strip away layer system. Navigation was input-mapped to either keyboard and mouse or with the HTC Vive and its controllers
- Desktop applications showcasing a vehicle axle with labelled parts and an "expanded" view
- Android applications displaying demonstrative evidence in a VR/Stereoscopic medium (Google Cardboard)
- Created a driving simulator utilizing a leftover Logitech Steering Wheel by input-mapping the controls to correspond with Unity

Presentations:
- USLAW annual conference for a conglomerate of law firms spanning the entirety of the United States
- Defense Research Institute (DRI), a national organization consisting of defense trial lawyers and counsel
- The Gavel, a nationwide network of vetted attorneys
- SEA Owners meetings and SEA New Employee Orientations

Technical Animator   05/2015 – 12/2016
Archie MD, Boca Raton, FL

- Work on all stages of the creation of assets covering human characters, internal anatomy, vehicles, environments, props, and medical devices
- Update and improve pre-existing art assets
- Write C# coding to achieve functionality in the design of User Interface in Unity
- Rigging characters and various props in Maya for animation purposes
- Write custom Maya Embedded Language (MEL) scripts to improve team collaboration in various projects
- Successfully created an interface to show the intricacies of phlebotomy procedures in Augmented Reality (AR)

Special Project:
- Co-developed an android application in Unity that utilized AR to perform medical procedures. Priorities included art content and optimization. Received numerous accolades for timely delivery and surpassing creative standards

Independent Contractor   **03/2014 – 12/2016**
Lion's Ark, Inc., Boca Raton, FL

- Developed mid-poly interior environments in Maya to provide a virtual walk-through of apartments for potential clients reducing significantly the time wasted with in-person viewings
- Produced architectural structures for use in Android and iOS mobile apps
- Improved website versatility with the animation of characters used to welcome new customers and provide brief explanations about the company's products

Medical Animator   **03/2012 – 03/2014**
Archie MD, Boca Raton, FL

- Produced various medical and scientific content-based apps for The Defense Advanced Research Projects Agency (DARPA), an agency of the U.S. Department of Defense, and Elsevier, an academic publishing company focused on medical and scientific literature

Special Project:
- Worked alongside a team of animators to create videos and assets for a series of purchasable apps for Android and iOS devices. The goal was to allow the apps to utilize interactive visualizations and computer-generated imagery to teach emergency medical concepts and skills. The project surpassed expectations and our product was incorporated into Continuing Medical Education (CME) credits courses and Continuing Education Hours (CEH) by the national accrediting body The Continuing Education Coordinating Board for EMS (CECBEMS)

Freelance Artist   **03/2008 – Present**
Self

- Manipulation and correction of 3D scan data in Zbrush to be used in 3D printed figures
- Creation of mid-poly interior environments in Maya for the Unity game engine
- Design and layout of wedding invitations and RSVP cards

EDUCATION

Digital Media Arts College, Boca Raton, FL   **2011**
Bachelor of Fine Arts in Computer Animation

South-Western Career Academy, Grove City, OH   **2008**
Certificate in Interactive Media Design

***Recommendations and references provided upon request.