

Lee Anne Opfer

Character Artist

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EXPERIENCE

Space Smack! / Artist / Unreal Engine 4 / 10 person team / 4 months, 2020

- Created and textured models based on established concept art
- Implemented assets and built materials in Unreal Engine 4
- Created complex Blueprint Materials to solve gameplay conveyance issues
- Worked with Art Lead to keep art consistent between artists
- Worked with Programming Lead to create tools meet artists' needs
- Worked with Design Lead to make assets without changing the level
- Released on Steam

HaberDashers / Artist / Unreal Engine 4 / 60 person team / 4 months, 2020

- Adopted to change in asset creation to better support the Environment team
- Created, textured, and implemented assets into Unreal Engine 4
- Worked with Conveyance team to solve conveyance issues with assets
- Released on Steam

Chrysosandalaimopotichthonia / Character Artist

- Gathered references and created a concept based on character's story
- Blocked out hardsurface elements in Blender
- Sculpted in Zbrush
- Created outfit elements in Marvelous Designer
- Retopologized and unwrapped in Blender
- Textured in Substance Painter
- Created Blueprint Materials and lit inside Unreal Engine 4

Eilistraee's Warrior Armor Set / Character Artist

- Gathered references and created a concept based on character's story
- Blocked out armor and cloth pieces in 3Ds Max
- Sculpted full body in Zbrush
- Retopologized and unwrapped in Maya
- Textured in Substance Painter
- Created Blueprint Materials and lit inside Unreal Engine 4

EDUCATION

The Guildhall at SMU / Certificate - Interactive Technology / Art Creation / May 2021

- Studied the art creation pipeline for games
- Learned current art asset creation tools
- Worked in team game projects to be a better teammate

Purdue University / B.S. Computer Graphics Technology / May 2016

- Studied general 3D art creation pipeline
- Created 3D models from concept to render
- Studied 2D and 3D game development pipelines

AWARDS

AIAS Foundation 2014 Mark Beaumont Scholarship

- One of two scholarships per year
- Awarded to students who are pursuing careers specializing in the business of interactive entertainment

SKILLS

- Character Modeling
- Digital Sculpting
- Hardsurface Modeling
- UV Unwrapping
- Texturing
- Retopologizing
- Lighting
- Unreal Engine Materials
- Unreal Engine Blueprints
- Character Design

SOFTWARE

- Autodesk 3Ds Max
- Autodesk Maya
- Zbrush
- Blender3D
- Marvelous Designer
- FiberShop
- Adobe Photoshop
- Substance Painter
- Unreal Engine 4
- Unity3D
- Perforce
- HANSOFT

VOLUNTEER

The Guildhall Student Activities

Committee / Vice President / 2020-2021

- Supported the president
- Ran virtual events during the COVID-19 pandemic
- Hosted events for students to relax and have fun

HOBBIES

Flute, Video Games, TTRPGs, Cooking, Baking, Painting, Drawing, Gardening, Boardgames, Poetry, Music