

ANTHONY WEISHENG LEE

I am a Character Artist doing conception and development for real-time platforms.

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[www.weisheng.art](http://www.weisheng.art)



## EDUCATION

**2007, Media Design School, Diploma of 3D Computer Animation**  
Auckland, New Zealand.

**2009, Media Design School, Graduate Diploma of Game Development**  
Auckland, New Zealand.

**2013, Auckland University of Technology, Bachelors of Design**  
Auckland, New Zealand.

## EXPERIENCE



**March 2010 - October 2010, Texture Artist, Sidhe Interactive**

Texture Artist working on environments and props for *Blood Drive*.

Texture Artist working on environments textures for *AllBlacks Rugby Challenge*.

**October 2013 - December 2014, Character Artist, FlatToe Studios**

Characters Artist working on characters, creatures, weapons and armor-sets for *Minions and Immortals*.

**March 2014 - May 2014, Character and Optimization Artist, Motion Logic Studios**

Character Artist handling Tweaks and Optimization of Model \ Textures for *Canceled title*.

**March 2015 - August 2015, Character artist, OKIO Outsource**

Character Artist working on skins/variants for Characters for *Heroes of Newerth*

**July 2016 - October 2016, Character Artist, Blizzard Entertainment**

Character Artist working on skins/variants for Characters for *Overwatch*

**April 2016, Character and Texture Artist, Sparkypants**

Character Artist helping on preliminary Cinematic Characters and in-game Texture iteration for *Dropzone*

**February 2016 - September 2017, Character Artist, Spiritwalk,**

Character Artist for *Shardbound*

**October 2017 - January 2018, Character Modeler, Aurora44**

Character Modeler for *Ashen*

**June 2017, Character Artist, Owldragon Games**

Character Artost and Character Customization for *Unannounced title*

**October 2017 - April 2018, Character Artist, Toys for Bob**

Character Artist for *Spyro: Reignited Trilogy*

**January 2013 - Current, Freelance Character Artist**

## SKILLS

Traditional and Digital Modeling and Conception techniques. Maya – Photoshop – Zbrush – Substance – 3DCoat – Unreal4 – Pen & Paper

