

KAYLEE TAN

3D MODELER

- +1 331-274-3882
- ttlkaylee@gmail.com
- [linkedin.com/in/ttlkaylee/](https://www.linkedin.com/in/ttlkaylee/)
- [Portfolio: ttlkaylee.com/](https://www.ttlkaylee.com/)

SKILLS

- Autodesk Maya
- Unreal Engine
- Renderman
- Fluent in English, Mandarin Chinese and basic Japanese
- Zbrush
- Substance Painter
- Mudbox
- Fun skills include cooking, vlogging, photography, video editing and plein air painting
- Houdini
- Blender
- Practical Sculpting
- Nuke
- Keyshot
- Microsoft suite
- Photoshop
- Illustrator
- Gmail suite

EXPERIENCE

3D Modeling Intern, Disney Creative Group (The Walt Disney Company), January 2024 – June 2024

- Created models, textures, environments, and objects for 3D visual assets
- Translated 2D concepts to 3D, optimized and cleaned 3D assets for 3D printing
- Worked directly with art leadership to help visualize and develop visual targets

3D Modeler, unreleased indie animated short film, September 2024 – Present

- Modeled, UV-ed and textured props and sets
- Worked closely with core team to successfully critique fellow colleagues' work and receive feedback

Freelance 3D Modeler, Mindshow, April 2024 – June 2024

- Modeled, UV-ed and textured characters for tv animation production, Barbie TV series

Freelance CG Generalist, Hornet, June 2023 – November 2023

- Sculpted, retopologized and textured characters and props according to director and client feedback for 2 *McDonalds UK* spots
- Designed and created blend shapes for character expressions

3D Modeler, Into the Void: unreleased short film for the World Health Organization, May 2023 – Present

- Modeled and UV-ed Hero Character, and addressed feedback from the director and supervisors.

CG Generalist Intern, Hornet, June 2022 – August 2022

- Set dressed environments, surfaced sets and props, lit sets, and animated for 2 *McDonalds UK* spots
- Developed visual development character model for *Kroger* spot, addressed feedback from director and senior artists

Character Modeler, Hasbro, October 2022 – February 2023

- Designed and sculpted fully articulated character for Magic the Gathering action figure, addressed critique from Hasbro mentors

3D/Visdev Modeler and director, Children First, June 2020 – May 2023

- Led team of 5 students to develop 2D/3D children's illustrated book for the non-profit, Children First
- Modeled, designed and textured main characters, sculpted characters to pose to complement story

ADDITIONAL EXPERIENCE

Women in Animation Mentee, Building Environment and Matte Painting circle by Alyssa Zarate, remote, Fall 2022 – March 2023

- Communicated with mentor and peers, worked together with 11 team members to create final interior attic design and short animation, created individual matte paintings for 'Work in Pairs' biweekly projects
- Created set extension and matte paintings to achieve specific art direction for each project, varying from stylized to realistic
- Selected for the mentorship circle out of more than 1000 applicants, recipient of WIA 2022-2023 Scholarship

Asians in Animation Creative Team Member, Asians in Animation Organization, Fall 2022 – Present

- 3D Modeled mascots, illustrated LightBox Expo 2023 stickers, splash art for social media posts and designed mascot stickers
- Created graphic design elements and layouts for posts and collaborated with creative team to give and receive feedback

Computer Animation Lab Monitor, Ringling College of Art & Design, Fall 2021 – May 2023

- Communicated with supervisor and colleagues to enforce computer animation department rules
- Assisted and advised underclassmen and peers, handled technical issues and troubleshooting during open lab hours

EDUCATION

Ringling College of Art & Design,
Bachelor of Fine Arts, May 2023
Major: Computer Animation

3D&Joy Mentorship, Online
Mentored by Leticia Gillett,
June – September

CG Master Academy, Online
Completion of Intro to Production
Modeling Course, June – Sep 2022