

LEE STOJKOVIC

lee.stojkovic@gmail.com | 807-252-5338 | leestojkovic3d.com | artstation.com/lstojk

SUMMARY

- *Digital artist with extensive knowledge of industry-standard programs*
- *Strives under pressure in demanding, fast-paced environments*
- *Strong eye for detail and composition*

PROFESSIONAL EXPERIENCE

9 Story Media Group

Toronto, ON

July 2022 – February 2024

Asset Lead

- Worked closely with all creative departments in daily/weekly meetings to ensure that all assets would have the capabilities necessary for their intended uses.
- Expedited communication between team leads and supervisors in order to find efficient solutions to problems on the fly. Tracked all assets and their stage in production.
- Provided day-to-day support to modeling and rigging throughout asset construction. Tested each asset thoroughly to ensure a smooth hand off to animation.
- Research/implementation of various solutions (2D/3D fixes, rig capabilities) for complex scenes in order to solve problems pre-comp/fx.
- Led a weekly meeting where each new asset was presented to the animation team in order to find potential problem areas and fix them.

Pipeline Studios

Hamilton, ON

July 2021 – July 2022

Senior Surfacing Artist

- Texturing characters, props, and environments for a feature film.
- Collaborated overseas with other heads of departments in order to receive feedback and solve problems efficiently. This meant organization and communication were key.
- Researched and tested different types of shaders while exploring the LookDev process.
- Gained experience in inter-departmental collaboration in order to advance production quality.
- Occasional modeling tasks early on in the production.

Jam Filled

Toronto, ON

March 2021 – July 2021

Surfacing Artist

- Texturing characters, props, and environments for the animated Netflix series "A Tale Dark & Grimm"

EDUCATION

Animation - 3D – Humber College – Advanced Diploma, 2016

Multimedia Production – Confederation College – Advanced Diploma, 2012

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TECHNICAL SKILLS

- Proficient in Substance Painter, Photoshop, Maya, 3DS Max, Blender, Unreal Engine, Fusion, Nuke, and ZBrush
- Able to work within multiple programs simultaneously to maximize efficiency
- Keen eye for finding problems, great at troubleshooting and exhaustive testing
- Always looking to optimize and improve performance

ARTISTIC SKILLS

- Excel at hand-painted textures (e.g., details, drawn lighting, depth, texture)
- Solid understanding of how to create interesting compositions and focal points
- Strives to improve knowledge of form, anatomy, and light through research and analysis
- Creative and forward thinking while considering what is best for the team

SOFT SKILLS

- **Adaptability:** willing to change outputs and role to suit the goals of the team
- **Problem-solving:** effectively combines personal work ethic with teamwork to generate solutions
- **Communication:** explains ideas with clarity and concision and respectful of colleagues' feedback