



CHRISTOPHER LEE

DIGITAL ARTIST

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EXPERIENCE

2019 - 2020

TimeOut *Game Developer*

Made an indie game as a University Final Year Project which garnered over 7000 downloads and 400k views within the first week.

<https://christopherlee.itch.io/timeout>

2019 - current

Graphiss Media *Freelance Motion Graphic Designer*

Worked on multiple award recipient templates and 2D/3D MoGFX videos.

<https://www.christopherlee.cc/work>

2018 - current

Tertiary Courses Singapore *Trainer*

Software trainer for Maya, Unreal Engine, Unity, After Effects & Indesign.

<https://www.tertiarycourses.com.sg/after-effects-cc-essential-training.html>

ABOUT ME

With a combination of skillsets, I strive to follow my passion to create exciting and immersive projects. Feel free to drop me a message/mail if you are looking for someone to elevate your creativity or if you have an interesting project in mind for collaboration!

EDUCATION

2016 - 2020

Nanyang Technological University, **School of Arts, Design and Media** Bachelor of Fine Arts - Interactive Media

2010 - 2014

Ngee Ann Polytechnic Diploma in Business and Social Enterprise

2007 - 2010

St. Joseph's Institution Singapore - Cambridge O levels

SKILLS

Photoshop	<div style="width: 90%;"></div>
After Effects	<div style="width: 85%;"></div>
Premiere Pro	<div style="width: 80%;"></div>
Illustrator	<div style="width: 75%;"></div>
InDesign	<div style="width: 70%;"></div>
Substance Painter	<div style="width: 65%;"></div>
Maya	<div style="width: 60%;"></div>
Googling	<div style="width: 55%;"></div>
Unreal Engine	<div style="width: 50%;"></div>
Unity	<div style="width: 45%;"></div>

LANGUAGE PROFICIENCY

English	<div style="width: 95%;"></div>
Chinese	<div style="width: 90%;"></div>