

lee priebe

character artist

9200 redmond-woodinville rd
#C304 redmond, wa 98052

360 609 7220

cpriebe@digipen.edu

www.antipodeart.com

Skills

- Photoshop, Painter, Flash, and traditional media.
- 3ds Max, Maya.
- HTML, Actionscript, Dreamweaver.
- Speaks, reads, and writes conversational Japanese

Employment

Freelance Concept Artist – Flying Saucer Pizza (2009)

Worked with an animator to produce concept art for a 30 second TV advertisement, to be made in Flash.

Lead 2D Artist – BrandX Games (2010)

Completed all art and animation assets for a demo DS game including some promotional materials. Provided art direction for the project.

Projects

Skip Lancer (2008)

Video game (Racing)

Worked with a team and created 2D art assets for the game, including matte paintings, promotional art, and textures for 3D models.

Daylight (2008)

Animated Short

Created an entire 30-second 3D-animated short set to music, from concept to completion, in seven months.

Djinn (2009)

Video game (Action/Adventure)

Worked with a team and created concept art, game models, and textures.

Team Castle (2009)

Video game (Half-Life 2 Mod)

Created textures for “Chaos” character.

Education

May 2009 – **BFA in Production Animation**

DigiPen Institute of Technology