

# Minlee

ARTIST & ANIMATOR

Contract or permanent work. Will travel/relocate.

## EXPERIENCE



**Multimedia Artist, Fuglee LLC** January 2015 – Present Richmond, California

- Founded Fuglee LLC to provide creative services to private, government, and non-profit organizations.
- Manage proposals, contracts and budget while overseeing the production pipeline.
- Generate multiple revenue streams such as selling stock footage and print-on-demand products.



**Instructor, Art With Elders (AWE)** Mar 2019 – Present, San Francisco Bay Area

- Transition from on site to online classes via Zoom during the COVID-19 Pandemic.
- Develop and produce a series of instructional videos called The Drawing Board.
- Teach weekly art classes at multiple senior living facilities throughout the San Francisco Bay Area.



**Artist-in-Residence, Creative Action Institute (CAI)** February 2016 – May, 2016 Belize & Guatemala

- Lead workshops that focus on finding creative means for social and environmental change.
- Empowered under-resourced communities through the use of art and photography.
- Documented the efforts of CAI in reports, photography, and video.



**Videographer, New America Media (NAM)** 2009–2013 San Francisco

- Traveled nationwide documenting the outreach of NAM to ethnic communities.
- Created content and designed layout for the Richmond Pulse website and publication.
- Trained interns and advised staff on multimedia production and tech support.



**Illustrator/Photographer, Youth Outlook (YO) | Executive Producer, YOTV** 2001 – 2009 San Francisco

- Wrote & illustrated a monthly comic series and spot illustrations.
- Launched YOTV from web series to weekly broadcast on the WB, SF Commons, and MHz.
- Directed cast and crew on production. Animated motion graphics that defined the style of the show.



**Drafter, Robin Chiang & Company** 2006 – 2007 San Francisco

- Generated 2D drawings on AutoCAD and 3D concept models in Maya and SketchUp.
- Surveyed buildings for LOD and create as-built drawings.
- Projects include Bart yard seismic upgrades, Islais Creek planning, and home remodels.

## PROJECTS & RECOGNITION



**BUGGY BOBA** Aug-Dec 2024

Solo developer of a turn based multiplayer artillery game where you take control of a discarded cup and shoot different boba topping at your enemies.



**BILT** Jan-May 2023

Art Director / Concept Artist / 3D Modeler for a third person, melee combat and exploration game centered around an amnesiac robot to find out who woke him up, and why?



**An Educated Woman** Jan 2016

Director of Photography for a documentary about two sisters' journey back to their homeland to reflect on their mother's effort for their education.

**Mookey's Story** Jan 2007

Associated with Youth Outlook (YO) Multimedia

A revealing look at the life of a 24-year-old, Chinese-American, transgender college student going through testosterone hormone treatment and the impact his transformation has on his immigrant family.



## CAREER OBJECTIVE

I'm an illustrator-turned-filmmaker-turned-animator, crafting stories through visual art. I love exploring ideas through concept sketches then model and animate them to bring my vision to life.

## EDUCATION

- U.C. Berkeley 2003–2005
- Bachelor of Architecture
- Laney College 2001–2003

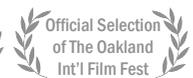
Associates Degree

- CSWA Solidworks Certification 2023
- Bay Area Video Coalition 2008

120-hour training in Maya, After Effects, and Final Cut Studio.

## SKILLS

- **Art:** Watercolor, Gouache, Digital Painting, Pixel Art, Autodesk Sketchbook
- **Cinema:** Cinematography, lighting & sound, Premiere Pro, DaVinci Resolve
- **3D:** Blender, Maya, Unreal Engine
- **Print/Photography:** Retouch, Layout, Adobe Photoshop, Illustrator, InDesign
- **Language:** Speaks Cantonese Fluently



Nominated for a national Gay & Lesbian Alliance Against Defamation Award

