

Lee Kordel

Phone: 404.625.2628 Email: lee@lkordel.com

Experience

Artistic Image – Atlanta, GA – 2008-Present

Title: Senior Lighting Director / Photographer

Description: Create mood and depth with lighting and shading for various sets and models for VFX broadcast and print. Studios dedicated photographer for various shoot with products and models.

Freelance Artist – Freelance, project based. – 2008 - Present

Title: Freelance General 3D Artist / Photographer

Description: Model, texture, light and composite for all types of 3D needs.

Fathom Studios Atlanta, GA – 2004-2008

Title: Lighting Technical Director and Composer

Description: Key and shot lighting for numerous sequences for “Delgo” and “Chroma Chameleon.” Additionally, worked on compositing several layers to achieve the final vision of the director.

Virtual 3D Boca Raton, FL – 2003-2004

Title: 3D Architect

Description: Responsible for high quality renders which includes, interior design, modeling, texturing and lighting of interior and exterior buildings. Communicated with clients and worked collaboratively to meet strict deadlines.

Museum of Discovery and Science Fort Lauderdale, FL – 1999-2000

Title: Graphic Designer

Description: Created graphic pieces for print; such as banners and displays throughout the museum.

Education

The Art Institute of Fort Lauderdale Fort Lauderdale, FL – 1999-2003

Bachelor’s Degree in Media Arts and Animation

Skills

Software: Autodesk Maya, RenderMan for Maya, Autodesk 3D Studio Max, Apple Shake, Adobe Photoshop, Adobe Premiere, Adobe AfterEffects

Technical: Computer hardware, Linux, Mac and Windows OS, Autodesk Maya command line rendering.

Personal: Dedicated and committed to projects, accepts new challenges, and has the ability to multi-task, problem solve and digital photography