

# Lee Kordel

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## Objective

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To obtain a position as a Lighting Technical Director at a studio, which will assist to drive my creative talents and provide a place to grow as part of a team.

## Experience

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### Artistic Image – Atlanta, GA – 2008-Present

Title: Senior Lighting Director

Description: Create mood and depth with lighting and shading for various sets and models for VFX broadcast and print.

### MaxMedia Inc. – Atlanta, GA – Freelance, project based. – 2008 - Present

Title: Freelance General 3D Artist

Description: Model, texture and light several 360 degree animations for AT&T.

### 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

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

Bachelor’s Degree in Media Arts and Animation

## Skills

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**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 and problem solve.