

**Dushane Lea-Hing**

www.dushanelee.com

**Email**

Dushanelee@yahoo.com

I am a fast learner with a great understanding of organic modeling, and texturing. Showing great team work, and I always complete tasks on time.

**Education**

Full Sail University, Winter Park, FL  
Bachelor Degree in Computer Animation, Graduated August 2007

**Skills**

- 3D Modeling -low base and hires mesh
- Texturing -defuse, spec, UV, Normal map Generation, and mental ray skin shader
- Sculpting- digital sculpting using Zbrush
- Traditional Art- Freehand and Photoshop

**Experience**

2009 Mar-2009 Sep New World Edutainment Character Artist  
2007 Nov -2008 Jun Electronic Arts Tiburon Orlando FL Charcter Artist

**Projects**

NCAA 09 (PS3/Xbox 360)  
MADDEN 09 (PS3/Xbox 360)  
Tiger Woods PGA Tour 09 (PS3/Xbox 360)

**Responsibility**

Creating textures (normal maps, spec, and defuse map), resurfacing scan data, blend shapes, LODs, creating props and character modeling.