

# LEE MARSLAND

[LinkedIn](#) | [Email](#) | [Website](#)

***Versatile and driven 3D artist with over 15 years of experience in digital media with advanced creative and technical knowledge of the industry pipeline from concept to delivery.***

## SOFTWARE

- Autodesk Maya and Max
- Unity
- Zbrush
- Visual Studio
- Adobe Creative Suite
- Unreal Engine 4
- Bitbucket
- VS Code

## PROGRAMMING

- C#
- MEL
- PyMEL
- UE4 Blueprints
- HTML

## SELECTED WORK EXPERIENCES

### ***Unity Developer***

**05/2021 – Present**

**TheIncLab, Tysons Corner, VA**

#### FVL Project:

Working in collaboration with the Johns Hopkins Applied Physics Laboratory to create the Future of Vertical Lift (FVL).

Responsibilities include:

- Creation of Concept Art, Meshes, Textures/Materials, Lighting, Rigging, and Animations
- User Interface (UI)/User Experience (UX) implementation and functionality
- Realization of multiple input methods using both Unity's legacy and new Input System: Mouse and Keyboard, Xbox Controller, Vive Controllers, Touch Screen Input, Gaze Controls, Gesture Controls
- Git and version control using Bitbucket and VS Code
- Development for the HTC Vive and the Varjo XR-3 Headset
- ESRI data production through the ArcGIS Asset within Unity
- Effects creation using Unity's particle system and 3rd party assets for volumetric effects

#### Other Projects:

- Concept art production (2D and 3D) for various NDA-protected clients
- Advised on budget requirements for pipeline projects

### ***Virtual Reality Lead/Serious Games Developer***

**01/2017 – 5/2021**

**SEA Limited, Glen Burnie, MD**

- Day to day responsibilities included processing of scan data and development of animations and images to match engineers' hypothesis and/or client testimonials

#### Projects:

- Combining Point Clouds with Unity and Virtual Reality (VR) to create an interactive application that allowed users to "walk-through" an undeveloped condo unit. The user could switch between the actual undeveloped state (point cloud) and a finished view (3D mesh). The finished version incorporated measurement taking with axis' constraints and a strip away layer system. Navigation was input-mapped to either keyboard and mouse or with the HTC Vive and its controllers
- Desktop application, showcasing a vehicle axle with labeled parts and an "expanded" view
- Creation of Android applications to display demonstrative video evidence in a VR/Stereoscopic medium (Google Cardboard)
- Created a driving simulator utilizing a leftover Logitech Steering Wheel by input-mapping the controls to correspond with Unity

Links: [Duck Boat](#) | [VR Condo](#) | [E-Cig](#) | [VR Car Sim.](#) | [VR Boat Sim.](#) | [Desktop Condo](#)

#### Presentations:

- USLAW, a conglomerate of law firms spanning the entirety of the United States
- Defense Research Institute (DRI), a national organization consisting of defense trial lawyers and counsel
- The Gavel, a nationwide network of vetted attorneys
- SEA Owners meetings and SEA New Employee Orientations

**Technical Animator**  
**Archie MD, Boca Raton, FL**

**05/2015 – 12/2016**

- Work on all stages of the creation of assets covering internal anatomy, human characters, vehicles, environments, props, and medical devices
- Update and improve pre-existing art assets
- Write C# coding to achieve functionality in the design of User Interface in Unity
- Rigging characters and various props in Maya for animation purposes
- Write and implement custom Maya Embedded Language (MEL) scripts to improve team collaboration in various projects
- Evaluate and revise animations and Augmented Reality (AR) procedures to ensure goals were successfully achieved

Special Project:

- Co-developed an android application in Unity that utilized AR to perform medical procedures. Priorities included art content and optimization. Received numerous accolades for timely delivery and surpassing creative standards.

**Independent Contractor**  
**Lion's Ark, Inc., Boca Raton, FL**

**03/2014 – 12/2016**

- Developed mid-poly interior environments in Maya to provide a virtual walk-through of apartments for potential clients reducing significantly the time wasted with in-person viewings
- Produced architectural structures for use in Android and iOS mobile apps
- Improved website versatility with the animation of characters used to welcome new customers and provide brief explanations about the company's products

**Medical Animator**  
**Archie MD, Boca Raton, FL**

**03/2012 – 03/2014**

- Produced various medical and scientific content-based apps for The Defense Advanced Research Projects Agency (DARPA), an agency of the U.S. Department of Defense, and Elsevier, an academic publishing company focused on medical and scientific literature

CECBEMS Project:

- Worked alongside a team of animators to create videos and assets for a series of purchasable apps for Android and iOS devices. The goal was to allow the apps to utilize interactive visualizations and computer-generated imagery to teach emergency medical concepts and skills. The project surpassed expectations and our product was incorporated into Continuing Medical Education (CME) credits courses and Continuing Education Hours (CEH) by the national accrediting body The Continuing Education Coordinating Board for EMS (CECBEMS)

**Freelance Artist**

**03/2008 – Present**

- Manipulation and correction of 3D scan data in Zbrush to be used in 3D printed figures
- Creation of mid-poly interior environments in Maya for the Unity game engine
- Design and layout of wedding invitations and RSVP cards

**EDUCATION**

**Digital Media Arts College**, Boca Raton, FL  
*Bachelor of Fine Arts in Computer Animation*

**2011**

**South-Western Career Academy**, Grove City, OH  
*Certificate in Interactive Media Design*

**2008**

\*\*\*Recommendations and references provided upon request.