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BRIEF OF ME

Currently, I am working as a manager in the Technical Art department of [Byte-Dance](#) Guangzhou game studio. I do ongoing research on character rendering techniques and personally work on huge open-world rendering techniques.

I joined the publishing company in 1996 as a computer graphics designer and have been working in video content and games for over 26 years since then.

Since I joined a company called Netease in Hangzhou, China in 2015, he has been steadily working for a Chinese gaming industry to this day.

And I am **Korean**.

SKILLS & EXPERTISE

- Unity3D engine shader development and tools.
- Unreal engine shader development.
- 3D studio max and maya development shader and tools.
- Character concept design with modeling
- Substance designer node development and tools
- Substance painter filter development with shader
- Open-World scene structure design
- Technical document writing
- GPU frame debug by Render doc and intel GPA
- Understanding about Mobile AP very.
- Understanding GPU processing very.

EXPERIENCE

■ BYTEDANCE | Guangzhou, China | 2021.12~Present

Technical art team Lead

- [Multiplatform] [Dragon-Heir:Silent gods](#) project **character rendering system** development used by unity3D within custom rendering pipeline.
- [Multiplatform] Unannounced multi-platform game project **character rendering system, Environment rendering system** development used by unity3D within custom rendering pipeline.
- Responsible Guangzhou game studio technical art **team building**.

■ NETEASE GAMES | Guangzhou, China | 2021.4~2021.8

Art Manager , Technical art team line2 Lead(Senior Expert)

- [Onmyoji next generation project](#) **character rendering system improvement** used by Unreal-Engine 4.x.
 - Project are eliminated by Dinglei.
- Responsible Technical art **team building**.

■ XD Networks | Shanghai, China | 2020.5~2021.3

R&D center technical art team Lead. (Senior Expert)

- [Flahs-Party](#) project **look development workflow improvement** and **stylized rendering system development**.
- [T3 arena](#) project **environment lighting system** improvement.
- Ragnarök mobile rendering system improvement.
- Responsible Technical art **team building**.

■ GIANT INTERACTIVE | Shanghai, China | 2018.5~2020.4

R&D center technical art team Lead.(Senior Expert)

- [Multiplatform]Ancient Sword Project which is traditional Chinese style mmorpg title development.
 - Character shading and lighting.
 - Material library build as Substance painter material library build [Studio exclusive materials]
 - Environment shading and lighting included **seamless terrain system within landscape, Water, and cloud scape**.
- Mobile RPG. [Dragon-Ball Strongest warrior](#)
 - Rendering and optimization shadow system , GUI quality improvement.

■ THE SEVEN ROAD TECHNOLOGY | Shenzhen, China | 2017.5~2017.12

PRINCIPAL TECHNICAL ARTIST

- Unannounced mobile game project technical art job responsibilities.
 - PBR Shader function **optimization for gles 2.x**
 - Math optimization, **Approximated environment ibl lighting** and so on.
 - **ue4 sky lighting system** port on unity3D.
 - Environment material library build and **standardizations** for artist.

■ NETEASE GROUP | Hangzhou, China | 2015.5~2017.4

PANGU GAME STUDIO TECHNICAL ART DEPARTMENT DIRECTOR (Senior Expert)

- [天谕] PC mmorpg development
 - Exclusive game engine's physically rendering system improvements.
 - Character shaders.
 - **Skin, Metal and characteristic fabric shading.**
 - Environment shaders.
 - Material library build and **standardizations** for artist.
- [天谕M] Mobile Open-World mmorpg development.
 - Responsible to Rapid prototype build.
 - Customized physically rendering system integration.
 - Shader IPC optimizations.
 - Editor tools development for foliage and Spherical harmonic data override system.
 - Art team substance designer and substance painter workflow build.
- Unannounced Project.
 - Experimental of stylized look-dev approached.
 - Rendering technical side assessment for Fully art style.

■ ALLEGORITHMIC.ABODE | Seoul, Korea | 2014.3~2015.4 | FULLTIME

LEAD TECHNICAL ARTIST

- Partner game development studio technical support.
- Technical lecture for the partner game development studio artist.
- Participated development substance **material nodes**.

■ PLAYNERY | Seoul, Korea | 2012.12~2014.2 | FULLTIME

TECHNICAL ARTIST DIRECTOR

- [Multi-Platform] Hack and Slash RPG title. Mother of Myth.
 - Light model development on Exclusive game engine such as Dual parabolic irradiance matcap and surface profile based uber shader system and so on.
 - Environment scene lighting bake script When artist used to v-ray for light bake.
 - Environment scene setup error check tool.
 - Animation rig error check tool.

■ KUUNG GAMES | Seoul, Korea | 2010.10~2012.11 | FULLTIME

TECHNICAL DIRECTOR and ASSISTANT PRODUCER

- Next-generation Mobile-RPG. Codex the warrior
 - Responsible rapid tech prototype development.
 - Responsible development cooperation with NVIDIA TEGRA TEAM.
 - Perspective correction projection depth shadow integrated unity3D 3.0 mobile rendering.
 - Responsible development monster's self learning using Artificial life. Almost the same concept as machine learning.

■ RUVEN SOFTWARE | Seoul, Korea | 2009.5~2010.8 | CONTRACT

TECHNICAL ART DIRECTOR

- Unannounced Korean Style Action RPG Development.
 - Responsible Rapid tech prototype stage.
 - **Gamebryo engine shader customization.**
 - Lightmap baking workflow used by v-ray and 3dstudio max.

■ POLYWAY | Seoul, Korea | 2006.7~2009.4

ART DIRECTOR

- Third person shooter online game. TIME-KIDS ONLINE
 - **New update contents concept design.**
 - Monster
 - Environment Level
- Korean style MO-RPG. HELINESIA STORY
 - Responsible to Rapid prototype build.
 - Customized Gamebryo shaders.
 - Concept design such as Characters, Monsters and Environments.

■ EYE SOFT | Seoul, Korea | 2005.3~2006.5 | FULLTIME

HEAD OF ART-CENTRE

- Responsible IRIS Online art team.
 - Building to art team.
 - Game art concept quality maintaining and out-sourcing management.
- Responsible Luna Online art team.
 - Building to art team.
 - Game art concept quality maintaining and out-sourcing management.
- Responsible Titan Online art team.
 - Building to art team.
 - Game art concept quality maintaining and out-sourcing management.

■ CECRAFT | Seoul, Korea | 2004.2~2005.2 | FULLTIME

LEAD GAME MOTION DESIGNER

- Snow Board Extreme Sport Online Game. Freeze On Air Online
 - Responsible game motion design.
 - Improvement motion blending system on top of Exclusive game engine.
 - Referenced Natural Motion tools.

■ ARTBOX | Seoul, Korea | 2002.10~2004.1 | FULLTIME

SENIOR 3D CHARACTER ARTIST

- (Alpha stage) Unannounced Social MMO-RPG. Leading rapid tech prototype development.
 - Responsible Female actor 3D modeling.
 - Responsible motion capture direction and data remapping.

■ SAMSUNG ADVANCED INSTITUTE OF TECHNOLOGY | Seoul, Korea | 2001.6~2002.9 | CONTRACT

RESEARCHER

- Charge of Technical art about ARM2 based mobile game engine development.
 - Cooperative work with Drive-Inter technology for Water rendering system.
 - Cooperative work with Drive-Inter technology for PVS Culling.

TEAM MANAGEMENT EXPERIENCE

- The general director of the art center
 - Management of **over 100 artists**.
- Establishment and management of **3 or more-time technical art teams**.

AWARD-WINNING CAREER

- Winning the first Korean **Character Design Contest**. 1997
- **Grand Prize** of the 1st Korea **Creative Design Contest**. Hosted by the Ministry of Culture, Sports and Tourism. Year 2007

WRITING A BOOK

- 3D Character Modeling Guidebook Publishing The year 1999.

CONFERENCE SPEAKING

- Substance open-day in Shanghai the year 2017.
- Substance open-day in Shanghai the year 2019.
- UNITE Seoul 2012.
- UNITE Shanghai 2017.
- Korean game developer conference 2014.

RECOMMENDATION LETTER

Paris, May 6th, 2015

To whom it may concern,

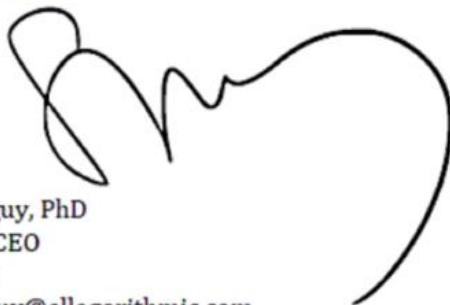
I, Dr Sébastien Deguy, Founder and CEO at Allegorithmic, have had the chance to hire JP Lee in Seoul, Korea, for about a year, as a Substance Specialist, Trainer and Evangelist on the Korean market.

JP is a very talented 3D artist, one of the first to actually discover, learn and master Substance Designer, the flagship product that my company is developing and that is now used by most AAA game development studio in the world, from Electronic Arts to Ubisoft, from Naughty Dog to Nintendo and many more.

JP has been instrumental in the development of my company Allegorithmic and the Substance product range on the Korean market, by administrating specialized forums and training programs, by demoing the tools and advanced content creation workflows at several places and training facilities.

JP is very passionate about his work and a very knowledgeable person. I strongly recommend that hire him.

Best regards,

A handwritten signature in black ink, appearing to read 'Sébastien Deguy', with a large, sweeping flourish extending to the right.

Sébastien Deguy, PhD
Founder and CEO
Allegorithmic
sebastien.deguy@allegorithmic.com

RECOMMENDATION LETTER



The first thing I remember about JP Lee is that he has been a famous graphics engineer in the early 2000's. One of the great resources regarding to DirectX programming was his web site. During the last decade, I have been in game server and backend engineering in game development, so that I had seldom visited his web site until recently. One day, I was surprised that his amazing works showing his engineering and art skills. I think his amazing skills come from his continuous research and studying without never satisfying to his own skill ever.

- Hyunjik Bae (Nettention)



REFERRER

- HOYA.LEE
- MICRO-SOFT GAME STUDIO
Sr.Lighting Artist.
- Mobile Phone : 1+(310).985.3362



REFERRER

- **JAEWON.JEONG**
- **TENCENT TIANMEI STUDIO**
- Sr.Technical Artist.
- Wechat ID : Jaime-jeong