

KAYLEE TAN

3D MODELER

Portfolio: www.revermoreart.com/

CONTACT

ttlkaylee@gmail.com

[linkedin.com/in/ttlkaylee/](https://www.linkedin.com/in/ttlkaylee/)

EDUCATION

Ringling College of Art & Design

Bachelor of Fine Arts in Computer Animation

Character Mentorship (2026)

Mentors: Hannah Kang & Travis Bourbeau

3D Mentorship (2025-2026)

Mentor: Raquel Ribeiro

SKILLS

- Unreal Engine
- Maya
- Zbrush
- Blender
- Substance Painter
- Houdini
- Nuke
- Photoshop
- After Effects
- Illustrator
- Renderman
- Arnold Renderer
- Marmoset
- Keyshot
- SpeedTree
- Mudbox
- Practical Sculpting

LANGUAGES

- English
- Mandarin Chinese
- Basic Japanese

FUN HOBBIES

- Cooking
- Vlogging
- Collecting trinkets

EXPERIENCE

Character Artist, Freelance, October 2025 – Present

- Modeled stylized character assets with clean topology for real-time and animation pipelines
- Translated 2D concepts into production-ready 3D models, resolving design gaps while maintaining strong silhouette and appeal
- Delivered assets from blockout to final, aligning with both art direction and technical requirements

3D Modeling Artist, The Walt Disney Company, January 2024 – June 2024

- Produced high-quality stylized assets from 2D concepts for global consumer products pipelines
- Adapted models for manufacturing and 3D printing, maintaining design and structural integrity
- Worked within a high-volume production pipeline, adhering to strict brand and quality standards
- Collaborated with designers and stakeholders to refine assets through multiple review cycles

3D Generalist, CraveFX, February 2025 – October 2025

- Modeled 80+ character, prop, and environment assets for real-time and cinematic outputs
- Built assets with clean topology and optimized UV layouts for performance and rendering
- Collaborated with cross-functional teams to meet weekly milestones and production deadlines
- Created large-scale environments and matte-painted sky elements to support storytelling
- Implemented shaders and materials in Unreal Engine, ensuring consistency with look development direction

Character Modeler, Mindshow, April 2024 – June 2024

- Modeled and textured stylized hero characters and props for episodic animation production
- Ensured topology suitable for deformation, supporting rigging and animation requirements
- Followed studio conventions for UV layout, shading, and asset organization
- Iterated quickly based on director and supervisor feedback under tight deadlines

3D Modeler, Indie Animated Short Film, September 2024 – Present

- Modeled and textured 30+ environment assets and hero props for a narrative-driven animated short
- Maintained consistent style and visual language across all assets
- Iterated efficiently through feedback to meet festival-quality production standards

CG Generalist, Hornet, June 2023 – November 2023

- Sculpted and retopologized stylized characters and props for international campaigns
- Created facial blend shapes and clean topology to support expressive animation
- Delivered assets aligned with art direction and production constraints

Character Modeler, Hasbro, October 2022 – February 2023

- Sculpted a stylized collectible character with attention to anatomy, proportion, and articulation
- Refined models through multiple critique rounds, achieving final approval from industry mentors

CG Generalist, Women in Animation, September 2022 – March 2023

- Designed interior environments and cinematic layouts for animated short
- Produced set extensions and visual development work across stylized and realistic directions
- Selected from 1,000+ applicants for the WIA Scholarship cohort

3D Modeler & Director, Children First, June 2020 – May 2023

- Led a team of 5 to deliver a hybrid 2D/3D children's book project, managed asset production timelines and team coordination
- Modeled key characters and environments, ensuring cohesive style and visual storytellings
- Managed production timelines and asset coordination, ensuring successful project delivery