



Melissa Yee  
Hair & Cloth  
Simulation Artist

## CONTACT

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## WEBSITE

MELISSAAMYEE.COM  
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## SKILLS

SHOTGUN  
FROST  
BRAVE RABBIT SHAPES  
VOLLEY  
HOUDINI  
MAYA  
3DS MAX

## PROFILE

- o Punctual; Able to meet deadlines
- o Team-player; Can give and receive constructive critiques
- o Organized; Can prioritize and schedule work to meet deadlines
- o Supportive; Can help those who require aid
- o Cooperative; Asks for assistance when help is required
- o Adaptable; Can use and learn various programs
- o Meticulous; Can detect small intersections and motion blur pops
- o Problem-solver; Can troubleshoot asset issues and search for solutions
- o Refine; Can adjust animation and edit assets to remove intersections

## JOB EXPERIENCE

**Guru Studios**  
Shot Finaling Artist

*March 2024-May 2024*

**Shows Worked on: Paw Patrol**

- o Fixed character and asset intersections
- o Adjusted character animation
- o Removed or loaded assets into required shots
- o Cleaned shots by removing unnecessary models
- o Reviewed and reported assets with issues
- o Adjusted scene layout to hook up to the rest of the sequence
- o Discussed and reviewed running problems with the team

**Mainframe Studios**  
Hair and Cloth Simulation Artist

*October 2021-August 2023*

**Shows Worked on: Unicorn Academy, Barbie: A Touch of Magic, Barbie: Mermaid Power**

- o Reviewed shots before simulating to determine how the hair/cloth will interact
- o Prepped scene for simulation by editing animation in preroll
- o Simulated character hair and cloth in maya
- o Shaped hair and clothes to avoid object intersections
- o Created dynamics and constraints for complex shots
- o Flagged animation problems
- o Responded and fixed shots sent back

## JOB EXPERIENCE

**Jam Filled**

*May 2021-August 2021*

Finaling/FLO Artist

**Shows Worked on: A Tale of Dark & Grimm**

- o Removed intersections within characters and assets in maya
- o Discussed asset and shot issues with the team
- o Removed unnecessary motion blur pops in characters, assets, first frame and last frame
- o Ran cloth simulations when shots required it
- o Loaded necessary assets into shot
- o Fixed animation movements
- o Added VFX to tagged shots in shotgun
- o Responded and fixed shots sent back

**Snowball Studios**

*February 2019- May 2021*

Finaling/ FLO Artist

**Show Worked on: Fancy Nancy**

- o Fixed character and asset intersections
- o Reported and solved asset issues
- o Cleaned shots by removing unwanted assets and fixing character and asset interactions
- o Removed unnecessary motion blur pops
- o Improved shots by discussing reoccurring problems and creating solutions with the team
- o Created cloth and hair simulations when animation had movement that required it

## EDUCATION

**2017**

**3D Animation, Advanced diploma with Honors: Humber College**

- o Animation Art: Learned the basics of animation; traditional and digital
- o Acting for Animation: Studied and generated the motive behind character actions to create believable movement
- o Life Drawing: Cultivated a working knowledge of the human anatomy and applying it to animation

**2014**

**Art Fundamentals, Certificate: Sheridan College**

- o Drawing: Studied the human anatomy