

Jewel Lee-Johnson

Junior 3D Technical Artist

jewelleepjohnson@gmail.com
https://jewelleepjohnson.github.io/

Education

Rhode Island School of Design, RISD | Providence, RI
Bachelor of Fine Arts in Film/Animation/Video | 2025
Concentration in Computers, Technology, and Culture

Brown University

2023 | Providence, RI
Computers and Music
Instructor: Professor Todd Winkler

Skills

Unity | Unreal Engine

Blender | ZBrush | Marvelous Designer |
Substance 3D Painter | Motion Capture
(Perception Neuron, Axis Studio)

Wwise | FMOD | Max/MSP | Pure Data |
Unreal Audio Synesthesia | TouchDesigner

3D Rendering/Modeling Pipelines |
Procedural Animation | Audio-Reactive
System Real-Time Pipelines

Photoshop | After Effects | Premiere Pro |
Adobe Creative Suite

JavaScript, HTML, CSS

Experience

RISD | Teaching Assistant Digital Practices FEB 2025 |
Providence, RI

Mentored students in Unity development for interactive media, covering scene setup, asset pipelines, materials, and foundational scripting workflows.

Provided technical guidance on real-time production workflows, asset management, color spaces, and channel packing for optimized digital assets.

Supported student projects by troubleshooting to help translate concepts into interactive/gaming prototypes.

Brown University/RISD XR Hub Technology & Design Collaborator

SEP 2023 – 2025 | Providence, RI

Collaborated on XR projects, developed immersive content, and supported technical troubleshooting for headsets, tablets, and computers.

RISD | Movement Lab Student Assistant

SEP 2023 – 2025 | Providence, RI

Conducted motion capture with Axis Studio and Perception Neuron 3, capturing movement data and troubleshooting technical issues

RISD | Audio Video Technologist Assistant

OCT 2024 – 2025 | Providence, RI

Assisted with AV setups, recording, and documentation for film productions and live events.

Running Man Post-Production | Video and Script Editor

DEC 2023 – JAN 2024 | New York, NY

Edited video footage and refined scripts, ensuring cohesive narrative flow and polished final output.