SAMANTHA LEE

Computer Graphics • Software • Design

smlee.graphics@gmail.com | (484) 222-1335 | San Francisco, CA | www.samanthamlee.com

EDUCATION

University of Pennsylvania   BSE in Computer Science (Digital Media Design)

EXPERIENCE

Meta

Technical Artist   March 2025 - Present

Contract - Magnit Global   June 2024 - March 2025

- Created and maintained the lightprobe tool powering dynamic avatar lighting in Horizon Home and Events
- Built key systems for switchable Home Vistas including scene transitions, content optimization, and asset pipelines, delivering a VR experience showcased at Connect 2025.
- Shipped artist-facing Unreal tooling for asset processing, optimization, and pipelines, boosting iteration speed and content performance.

Applied Intuition

Technical Artist   Feb 2023 - June 2024

- Developed custom C++ Unreal pipelines to generate diverse photoreal environments, ensuring high quality and performance for real-world simulations.
- Designed and maintained an in-product material editing system, including full-stack API implementation, enabling synthetic data generation to train AI models for autonomous driving.
- Leveraged HLSL shaders and Houdini pipelines to build industry-leading sensor simulation and procedural world generation tools.

ILMxLAB

Technical Artist Intern   Summer 2022

- Generated VFX elements such as vine growths procedural shaders and techniques for VR and AR projects
- Maintained a scene capture and projection pipeline to optimize real time rendering performance
- Worked closely with lighting and environment artists to achieve desired look using custom tools in Unreal

Marvel Studios

Production Technology Intern   Summer 2021

- Developed web application to streamline footage requests in a central database for over 20 productions
- Updated dev/deploy pipeline using command line tools within Unix/Linux OS to make code base scalable
- Collaborated with engineers from Disney Animation to adopt an application for Marvel environments

Apple

GPU Tools Intern   Spring 2021

- Worked with team that creates developer tools in low level graphics such as the Shader Debugger
- Collaborated with UI/UX teams to design a smooth user interaction and intuitive interfaces
- Created tools that enhance technologies such as VR, AR, and GPU - accelerated machine learning

SKILLS

Languages & Frameworks: C/C++, Python, Unreal Blueprints, HLSL, OpenGL, JavaScript, YAML

Tools: Unreal, Maya, Houdini, Substance Painter, Photoshop, Git, Perforce