

OWYN LEE

Technical Artist

CONTACT

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SKILLS

Programming
Visual Design
Tool & Shader
Development
Character Rigging

EDUCATION

UC SANTA CRUZ Regents Scholar

June 2026 – June
2028 (Expected)

BS Computer
Science: Computer
Game Design

OHLONE COLLEGE June 2022 – August 2026

AA Game Design &
Animation (Early
College High School
Student - 4.0 GPA)

DIABLO VALLEY COLLEGE August 2025 – May 2026

Creative Technology
Internship

ACHIEVEMENTS

Regents Scholarship
(2026, UCSC)

Outstanding Student
in Game Design &
Animation (2024,
Ohlone College)

Top 100 Global
Tmodloader
Downloads (2021,
MrPlague's Races)

WORK EXPERIENCE

MRPLAQUE'S AUTHENTIC RACES | Founder & Lead Developer

December 2019 – Ongoing

- Oversaw and performed majority of programming and artwork. Collected user feedback via online community server
- Developed a robust tool system and an in-game graphic interface to let users create their own races inside of Terraria
- Hosted an online community with 5,000 members
- Attracted attention from large influencers and game journal sites, receiving a total of over 800,000 downloads

REGIONAL VIRTUAL PRODUCTION ACADEMY | Creative Technology Intern

August 2025 – September 2026

- Set up and maintained virtual production equipment for use in filmmaking
- Aided in Unreal Engine-based proof of concept development for clients
- Developed cloud computing and web development prototypes for clients
- Researched and fine-tuned an AI model for application in creative media industry

ANCIENT ORIGINS & ORESFALL SERVER NETWORK | Content Developer

March 2021 – August 2023

- Coordinated with lead developers to design content for multiplayer server. Held additional responsibility for programming multiplayer-compatible content using Minecraft Fabric API. Collected user feedback via online community tickets
- Designed and released 2 playable MMORPG classes
- Released Fabric content on the Curseforge browser (obtaining a total of over 334,282 downloads)
- Content featured by community influencers
- Content was distributed and hosted on several multiplayer servers

TIDES OF AETHER | Junior Sprite Animator

June 2019 – November 2021

- Coordinated with lead developer to animate and export player/NPC sprites to game engine. Served as primary armor spriter
- Animated and sheeted majority of player armors

CALAMITY'S VANITIES | Junior Sprite Animator

April 2019 – August 2019

- Coordinated with senior developer(s) to animate and export player/accessory sprites to game engine
- Animated and sheeted 5 player costumes