

Kelly Lee

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EDUCATION

Santa Clara University, School of Engineering

September 2022 - June 2026

B.S. in Computer Science and Engineering – Minor in Graphic Design

Relevant Courses: Compilers, Computer Architecture, Object-Oriented Programming, Advanced Data Structures, Computer Networks, Operating Systems, 3D Animation and Modeling/Modeling & Control Rigid Body Dynamics, Website Graphic Design, Life Drawing

SKILLS

Programming Languages: C, C++, Python, Assembly, HTML/CSS, Javascript

2D Art Software: Adobe Photoshop, Adobe Illustrator, Clip Studio Paint

3D Art Software: Maya, Zbrush, Cinema4D, Blender

AWARDS

Santa Clara University's Dean Scholarship | Robert Warren Scholarship

PROJECTS

Zine Contributor, *Illustration and Merch Artist*

June 2024

- Contributed by creating three illustrations adapted for commercial merchandise for a collaborative zine, utilized for a print, memo pad, and tarot card design.
- The project amassed 712 orders and generated \$37,000+ in revenue, resulting in a \$7,515 donation to the Palestine Children's Relief Fund (PCRF).

Hack for Humanity, *Design Team Lead for Careful Cafe*

February 2025

- Designed, created, and led the artistic direction of 74 pixel assets for a 24 hour hackathon: Hack for Humanity. Worked on a game called *Careful Cafe* developed with the Unity Game Engine and collaborated with other engineers providing assets in accessible formats by implementing organization and naming standards.

Senior Design Project: *BlendMo: Mocap Blender Extension*

September 2025 - June 2026

- Developed a Blender Extension using Blender's Python API and Math Library to clean up imported motion captured data with a team of three.
- Managed and scheduled discussions with team members and focused on planning, organization, and preparation of tasks.
- Led meetings with advisors and technical experts within motion capturing and film industries.
- Implemented a footlock component that utilizes algorithms to assign motion captured feet to a ground to prevent the issue of foot-sliding.

LEADERSHIP

SCU Japanime Club, *President*

Sep 2023 - June 2026

- Planned, coordinated, and executed community social events for club members by having general meetings, on and off-campus gatherings.
- Established a consistent brand identity by creating weekly graphics that promoted the outreach of the club across various social media platforms, resulting in a 200% increase in profile activity (Instagram).
- Managed the quarterly financial planning by initiating budgeting protocols and hosting fundraisers to support club and event expansion.

WORK EXPERIENCE

Online Etsy Shop: *Spooptea*

January 2021 - Present

- Designed, manufactured and shipped custom stickers to customers. Formulated and illustrated digital emotes that are used throughout the web in various servers and chat rooms. As of July 2026, the store has a 5.0 rating from 1,300 reviews and has a total of 2.9k sales including 200+ emoticon packages sold.

Nijiya: *Cashier/Stocker*

February 2025 - Present

- Provided customers with excellent service and maintained an organized sales floor.