

Ivy Lillrank

www.ivylillrank.com

3D Animator

ivylillrank@gmail.com

WORK EXPERIENCE

Senior Animator

Fatshark AB – Stockholm, Sweden

Projects: in-game cinematics, gameplay animation on “*Warhammer 40,000: Darktide*”

3/2020 – present

Interactive Cinematic Animator

Naughty Dog, LLC – Santa Monica, California

Projects: in-game cinematics, gameplay, and melee animation on “*Last of Us Part II*”

4/2019 – 3/2020

Gameplay Animator

High Moon Studios – Carlsbad, California

Projects: in-game cinematics on “*Call of Duty: Modern Warfare*”, *gameplay and vendor npc characters animation on “Destiny 2 : Forsaken*”

4/2017 – 4/2019

Animator

Section Studios - Los Angeles, California

Projects: VR Game “*Eclipse: Edge of Light*”; Mobile Game “*Rival: Crimson X Chaos*”

12/2015 – 1/2017

3D Character Animator

Maker Studios Inc. - Culver City, California

Projects: Unannounced Animated YouTube Series

11/2015 – 12/2015

Animator

Goon Studios - Pasadena, California

Projects: Mobile Games “*Boogey Boy*”; “*Monster vs Sheep*”; “*Mech Conquest*”

- Animated characters, VFX. Significant contributor to story, cinematics, game design and game features.

8/2013 – 5/2015

Pipeline Technical Director Intern/Previsualization Artist Intern

The Third Floor, Inc. – Los Angeles, California

Projects: “*Oz: The Great and Powerful*”; “*Jack the Giant Slayer*”

- Animated characters, cameras, utilized mocap and 3D assets. Assisted with rigging, and mocap sessions.

- Programmed tools and designed UIs in MEL and Javascript to enhance pre-vis 3D workflow.

5/2011 – 10/2011

NASA Media Specialist, Animation

NASA Goddard Space Flight Center/UMBC – Baltimore, Maryland

- Animated and designed 2D/3D sequences for NASA Goddard's Special Projects and Earth Science divisions.

- Supervised and instructed student interns on 2D/3D projects, lectured on mocap and CG animation.

6/2008 – 9/2010

SKILLS/PROGRAMS

-CG character animation, CG animation production, motioncapture, game development, video production, 3D printing, basic scripting skills in MEL, Python and Javascript

-Maya, MotionBuilder, After Effects, Photoshop, Premiere Pro, Final Cut Pro, Unity, Unreal Engine

EDUCATION

California Institute of the Arts (CalArts)

MFA Experimental Animation, and Integrated Media

2008

University of Maryland, Baltimore County (UMBC)

BA Visual Arts: Animation

BA Psychology: Developmental Psychology, Human Services

Honors: Cum Laude

2013