

# Lydia Hall

## Character Animator

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LydiaHallAnimated.com | Lydiamh10@gmail.com

### Summary

A professional 3D animator with a passion for bringing characters to life. Skilled in realistic and cartoony animations. Experienced with animating a variety of characters and props for gameplay and cinematics.

### Work Experience

Animator (Contract) Mar 2017 – Current  
Microsoft HXT - Redmond, WA

- Animated a variety of characters and props for various demos and prototypes using hand-keyed animation
- Rigged various characters and props
- Worked with designers and engineers to help prototype new systems

Animator Jan 2014 – Jan 2016  
Glu Mobile - Bellevue, WA

- Animated a variety of characters and weapons using hand-keyed animation
- Rigged a variety of characters, weapons, and props
- Worked closely with leads and designers to help prototype new systems, including state machine setup using Unity's mecanim
- Titles Worked On:
  - “Deer Hunter 2014”
  - “Dino Hunter: Deadly Shores”
  - “Deer Hunter 2016”

Cinematic Artist (Contract) Feb 2013 – Dec 2013  
Turn 10 Studios - Redmond, WA

- Animated characters using both hand-keyed animation and motion capture cleanup
- Modeled, rigged, and animated several props and vehicles
- Worked closely with different departments to get animations working within the game
- Titles Worked On:
  - “Forza Motorsport 5”

Animator Oct 2011 – Dec 2012  
Timegate Studios - Sugar Land, TX

- Animated a variety of gameplay and cutscene characters, weapons, and props using hand-keyed animation and motion capture cleanup
- Rigged and animated several props
- Worked with art directors, technical artists, and game designers to prototype a new AI cover system
- Titles Worked On:
  - “Aliens: Colonial Marines”
  - “Minimum”

## **Skills**

### Animation

- Proficiency in realistic and cartoony performances
- Animated a range of characters, props, and creatures
- Experienced in hand-keyed animation and motion capture cleanup
- Able to animate physical movement as well as subtle emotional performances

### Other

- Rigging, state machine setup, modeling, and texturing

### Software

- Autodesk Maya, 3ds Max, and Motion Builder
- Unreal Engine and Unity
- Advanced Skeleton
- Adobe After Effects, Photoshop, and Illustrator

## **Education**

Character Animation

Southern Adventist University  
Collegedale, TN

Aug 2007 – May 2011

## **References**

Available upon request