

Lydia Hall

Character Animator

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 using hand-keyed animation
- Rigged various characters and props
- Worked with designers and engineers to help create prototypes and demos for VR/ MR devices

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