

Lydia Hall

Character Animator

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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 Mixed Reality Studios - Redmond, WA

- Animated a variety of characters and props for various prototypes and demos for VR/MR devices
- Rigged various characters and props
- Animated Xbox Avatars using hand-keyed animation
- Projects Worked On:
 “Xbox Avatars 2.0”

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
Microsoft 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”

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
- 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