Lillyanne "Lilly!" Tran

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Education

San José State University, *Bachelor of Fine Arts*

Animation & Illustration (3D Modeling)

August 2017 – May 2022

Experience

Third Wave Automation, *Safety Testing Support*

- Monitoring the use of autonomous forklifts in a warehouse setting.
- Providing feedback on group calls during regularly scheduled testing.

November 2022 – February 2023

Found You, 3D *Character Modeler*

- Digitally modeling a character in two distinct forms in addition to props.
- Character visual development and animal (canine) anatomy consultant.
- Promotional illustrations for social media and merchandise.
- Photo editing and compositing of 3D figures onto a traditionally crafted set.

July 2021 – May 2022

Aucritas, *3D Character Modeler*

- Digitally modeling and rigging characters for a 3D platformer.
- Visual development on character designs to improve readability in 3D space.

October 2019 – December 2022

Self-employed, *Freelance Artist*

- Direct communication with clients to create character illustrations/models.
- Working with clients to design characters without prior concept art.

June 2012 – Present

Software

- Blender
- Zbrush
- Autodesk Maya
- Adobe Substance 3D Painter
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Clip Studio Paint EX
- Aseprite
- Unity

Additional Skills

- Computer literacy
- HTML/CSS
- Tools
  - Github
  - Trello
- Personal
  - Adaptability and ability to problem solve
  - Team communication and collaboration