

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

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

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 - Present

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

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