

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

Senior Cinematics Animator (Contract) Jul 2021 – Sep 2022
WB Games/Avalanche Software - Salt Lake City, UT

- Animated a variety of characters, creatures and props using mocap and hand-keyed animation as part of the cinematics team
- Provided assistance and feedback for a small group of outsourcer animators
- Worked closely with leads, layout artists, and designers to get animations working within the game
- Titles Worked On: “Hogwarts Legacy”

Animator Jan 2020 – Feb 2021
Final Strike Games - Bellevue, WA

- Animated a variety of characters and props using hand-keyed animation
- Worked on in-game animations, as well as main menu vignettes and character selection animations
- Collaborated with leads and designers to create new systems and characters
- Titles Worked On: “Rocket Arena”

Interactive Cinematic Animator (Contract) May 2019 – Dec 2019
Naughty Dog - Santa Monica, CA

- Animated characters and props using motion capture cleanup and hand-keyed animation, as part of the In-Game Cinematics team
- Animated previs, assembled motion capture clips, and then did polish and facial animation for various in-game story moments
- Worked closely with leads and game designers to get animations working smoothly within the game
- Titles Worked On: “The Last of Us Part 2”

Animator (Contract) Mar 2017 – Sep 2018
Microsoft MRW Studio - Redmond, WA

- Animated a variety of characters and props for prototypes and demos for MR devices
- Rigged various characters and props
- Animated Xbox Avatars using hand-keyed animation
- Projects Worked On: “Xbox Avatars 2018”

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"

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

Other

- Rigging, state machine setup, modeling, and texturing

Software

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

Education

Character Animation Southern Adventist University Aug 2007 – May 2011
Collegedale, TN

References

Available upon request