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|  | selfie1.jpg | selfie1.jpgAARIEL HALLAnimator / Artistaarielhall.com | 425·780·1779 | aariel.hall@gmail.com |
|  PROGRAMSMaya3DS MaxPhotoshopPremiereAfter EffectsFlashZBrushUnitySKILLS2D/3D AnimationIllustrationRiggingModelingTexturingConceptStoryboardingVideo Editing |  | EXPERIENCE**3D Character Artist for Lutzy**Lutzy Inc. - May 2017 to Present · Collaboratively designed and modeled characters to meet project deadlines· Created bipedal character model, rigs, and animations· Concepted and generated storyboards and illustrations for promotional materials**3D Animator for Mekazoo**The Good Mood Creators - Nov. 2012 to Dec. 2016· Researched and implemented new rigging methods for characters including creatures with unique player mechanics and animation trees· Created models, rigs, and animations according to concept designs and feedback· Took on additional responsibilities by making promotional materials including banner art and storyboarding and editing promotional trailers**3D Animator for Club Penguin**Disney Interactive Media Group - June 2012 to Nov. 2012 · Delivered timely, polished animations that adhered to the project animation style guide· Polished teammate animations by to ensure clear keyframes, silhouette, and flowing animation**Art Intern**Jackson Maynard - Jan. 2012 to May 2012· Conceptual art, UI and Asset Creation for various casual gamesADDITIONAL PROJECTS**3D Animator for Deity**PAX 10 game and Grand Prize Winner of Indie Propeller Awards - 2012· Rigging and character animation**Artist for Lucid Nightmare** Stylized 2D Puzzle Platformer - 2011· Concept and Sprite Asset CreationEDUCATION**Bachelor of Fine Arts in Production Animation**DigiPen Institute of Technology - 2008 to 2012· Graduated with honors |
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