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|  | selfie1.jpg | selfie1.jpg  AARIEL HALL  Animator / Artist aarielhall.com | 425·780·1779 | aariel.hall@gmail.com |
| PROGRAMS  Maya  3DS Max  Photoshop  Premiere  After Effects  Flash ZBrush  Unity  SKILLS  2D/3D Animation  Illustration  Rigging  Modeling  Texturing  Concept  Storyboarding  Video 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 games  ADDITIONAL 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 Creation  EDUCATION **Bachelor of Fine Arts in Production Animation** DigiPen Institute of Technology - 2008 to 2012 · Graduated with honors |
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