

# 3D CHARACTER ANIMATOR/JUNIOR ANIMATOR

## ELIZABETH IM



26 Benshire Dr,  
Scarborough  
ON M1H 1M2



(647) 879-3932



elizabeth.im9501  
@gmail.com



My Website:  
[elizabethim9501.com](http://elizabethim9501.wixsite.com/elizabeth-imd)

### SKILLS:

- ♣ Friendly attitude, ready to learn anything
- ♣ Effective listener, Team player
- ♣ Software Experience:
  - ◊ Mainly Proficient with Maya
  - ◊ Minor Proficiency with MotionBuilder
  - ◊ Other Software Experience: Unreal 4, Clip Studio Paint, Adobe Photoshop, and Illustrator

### EXPERIENCE:

- ♣ UI Designer: Til Undeath Do Us Part
  - ◊ Designed Textbox and Icon UI
- ♣ 3D Character Animator: Til Undeath Do Us Part
  - ◊ Creating Animations for Main Characters.
  - ◊ Followed director's feedback to create smooth and stylized body mechanics.
  - ◊ Presented progress and kept touch with other teams during weekly meetings.
- ♣ 2D Concept Artist: OVERCLOCK
  - ◊ Collaborated with other artists to create finalize <https://elizabethim9501.wixsite.com/elizabeth-imd> character concepts.
  - ◊ Presented progress and kept touch with other teams during weekly meetings.
- ♣ Visual Novel Character Artist: A Calm Night
  - ◊ Created the character sprites.
  - ◊ Collaborated with the programmer/director to create effective

### EDUCATION:

George Brown College, Toronto, Ontario.

- ◊ Advanced Diploma in Game-Art

### REFERENCE:

- ♣ Gabriel Luz Carpes
  - ◊ Email: [gabriellcarpes@gmail.com](mailto:gabriellcarpes@gmail.com)
  - ◊ Cell: (647)562-3924
- ♣ Jesse Ottmann
  - ◊ Email: [Jesseottmann1991@gmail.com](mailto:Jesseottmann1991@gmail.com)
  - ◊ Cell: (613)408-3112