

# Ivy Lillrank

www.ivylillrank.com

3D Animator

ivylillrank@gmail.com

## WORK EXPERIENCE

### Lead Animator

8/2023 – 12/2024

*Thunderful Games – Gothenburg/Stockholm, Sweden*

Project: TBA – built the performance capture and rigging production pipeline from the ground up, organized and directed mocap shoots.

### Senior Animator

6/2022 – 8/2023

*Chief Rebel – Stockholm, Sweden*

Project: “**Fellowship**” – all character animation, craft “go-to”, mentor

### Animator

3/2020 – 6/2022

*Fatshark AB – Stockholm, Sweden*

Project: “**Warhammer 40,000: Darktide**” - 1st/3rd person gameplay animation

### Interactive Cinematic Animator

4/2019 – 3/2020

*Naughty Dog, LLC – Santa Monica, California, USA*

Project: “**Last of Us Part II**” - in-game cinematics, gameplay, and melee animation

### Gameplay Animator

4/2017 – 4/2019

*High Moon Studios – Carlsbad, California, USA*

Projects: “**Call of Duty: Modern Warfare**” - in-game cinematics

“**Destiny 2 : Forsaken**” - gameplay and vendor NPC characters animation

### Animator

12/2015 – 1/2017

*Section Studios - Los Angeles, California, USA*

Projects: VR Game “**Eclipse: Edge of Light**”

Mobile Game “**Rival: Crimson X Chaos**”

### Animator

8/2013 – 5/2015

*Goon Studios - Pasadena, California, USA*

Projects: Mobile Games “**Boogey Boy**”; “**Monster vs Sheep**”; “**Mech Conquest**”  
- all animation. Contributed to story, game design and features.

## SKILLS/PROGRAMS

Experienced in developing game features, creating collaborative workflows, team management, and leading and mentoring others.

**Skills:** 3D character animation, performance capture (Qualisys, Xsens, Move.AI, Live Link Face with MetaHuman and iClone character creator systems), CG and 2D production, 3D printing, video editing, compositing, game design and development (gameplay and cinematic), and pipeline tool scripting.

**Programs:** Maya, MotionBuilder, Xsens/Qualisys/Move.AI, iClone, Adobe Creative Suite, Final Cut Pro, Unreal Engine, Unity

## EDUCATION

### **California Institute of the Arts (CalArts)**

Masters of Fine Arts in Experimental Animation, and Integrated Media

### **University of Maryland, Baltimore County (UMBC)**

Bachelor of Arts: Visual Arts - Animation

Bachelor of Arts: Psychology - Developmental Psychology, and Human Services

Honors Cum Laude