

Will Lim
3D Animator

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Skills

3D Character and Creature Animation; 3D Modeling; 3D Rigging; Motion Graphics; Video Editing

Software Skills

Autodesk Maya, 3D Studio Max, Faceware, Adobe After Effects, Adobe Premiere, Adobe Photoshop, Adobe Illustrator

Experience

Engine Giant Entertainment / Co-Founder and 3D Animator

July 2013 - Present, Santa Ana, CA

Founding member of the LLC. Developed animation packs for sale on Playstation Home

Fenix Fire Entertainment / Animator

January 2017 - March 2017, Ontario, CA

Developed creature and mech animations for the video game Osiris A New Dawn.

Iron Claw / Contract Animator

May 2016 - May 2016, Los Angeles, CA

Matchmoved camera and animated characters for the Fifa 17 E3 Trailer.

Robotpencil / Producer

January 2015 - January 2016, Irvine, CA

Produced online classes for concept artist Anthony Jones. Planned and organized artist meetups for Orange County. Organized meetings with freelance clients.

Zuul Labs / 3D Animator, Vector Artist and Project Manager

March 2014 - November 2014, Huntington Beach, CA

Developed animations for In-Game Puppies, NPC Sprites and Effect Sprites. Implemented Animations into Unity Playmaker. Created vector versions of Puppy Costume Textures. Organized and assigned project assignments to team members. Uploaded app to Apple and Google Play.

Konami Digital Entertainment/ 3D Artist

March 2012 - July 2013, El Segundo, CA

Developed animation packs for sale on Playstation Home. Down graded models for LOD models.

IMPD Productions/ Facial Animator

December 2011 - January 2012, Santa Monica, CA

Cleaned up and polish facial animation keys for in-game cinematics.

Shipped Games

Max Payne 3; Sleeping Dogs; Tall Tails; Osiris New Dawn