# **LILLY TAN**

2D & 3D DESIGN AND **ANIMATION** 

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# **EDUCATION**

**Washington State University Vancouver** B.A. Digital Technology & Culture [Dec. 2022] Game Studies & Design Certificate, 2022 Fine Arts Minor, 2022

### LANGUAGES

Basic Mandarin Chinese

# TECHNICAL SKILLS

Adobe Photoshop Adobe After Effects Adobe Animate Autodesk Maya Adobe Illustrator Twine Tableau Unity

# **MULTIMEDIA SKILLS**

Animation Modeling Storyboarding Infographic Design **Marketing Design Video Editing** Game Design Rigging Rotoscoping **Data Visualizations** Web Design HTML5 & CSS3

# MANAGEMENT

Basecamp Slack Zoom Microsoft Office

**JavaScript** 

## PROFESSIONAL EXPERIENCE

#### **ARGOS SCIENTIFIC, INC.\***

A company specializing in air quality management, leak detection and repair, ambient air and stack monitoring.

## Multimedia Designer, July 2023 - June 2024

- Redesigned the company's main website and clients' sites using Photoshop, WordPress, Visual Studio Code, and HTML5 & CSS3
- · Designed marketing brochures in Photoshop
- Designed banners in Photoshop
- Planned and designed for conferences
- Designed and animated a logo in After Effects
- · Managed and created social media content

## **UNCLE BUDDY'S PHANTOM FUNHOUSE: RECONSTRUCTION** OF A HYPERMEDIA NARRATIVE GAME BY JOHN MCDAID

Reconstruction of the 1993 hypermedia narrative game by John McDaid for contemporary computing devices.

### Rotoscoper, Animator, 2022

- Illustrated storyboards in Photoshop
- Rotoscoped the original music video in After Effects
- Animated the logo and assets in After Effects
- · Animated a scene in the trailer in Maya

#### **UNFORTUNATE CAUSES OF SPRING**

This short film revolves around a fox and a rabbit with character designs influenced by plant life. It follows a story of "predator vs prey" where one tries to outsmart the other.

#### Modeler, Rigger, Animator, Renderer, 2021

- Illustrated a storyboard
- Designed, modeled, textured, rigged, and weight painted characters in Maya
- · Created the environment and lighting in Maya
- · Animated the characters in Maya
- · Rendered out the animation with Arnold
- Edited the final animation in After Effects

<sup>\*</sup>Reference available upon request.