

KATY LLOYD - Digital Artist and Animator

C.V.

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Skills

I am a digital 3D artist creating assets for videos games and SFX. I model, rig and animate human and non-human characters for video and for use in game engines such as Unity and Unreal.

I can model in a variety of art styles, including lo-poly/minimalist, mid-poly/retro/cartoon style, and next gen hi-definition sculpted and optimized game characters.

Primarily a Max user, I am confident creating custom animation rigs and am also experienced using Max's CAT and Biped animation systems. I can animate for both root motion and code driven characters. As well as standard game character animation sets, I can fulfil other animation requests, for example:

- creating facial animation and/or rig setup for automated vocal animation software
- working with mocap data
- squash and stretch rigs
- pre-animated physics motion (e.g. falling rocks or flowing clothing)
- actual in-game real time physics motion
- animated textures
- blend shape character customisation (e.g. body shape sliders, facial customisation)
- particle effects
- shader effects
- backward engineering or reworking assets already baked to FBX
- modifying or upgrading existing characters

I am capable of other art tasks such as prop modelling, environment art, making UI icons, re-skinning assets, re-working 2D art for localisation, etc. I also have experience with 2D animation, previously working in Flash to create keyframed cut-out styles and frame-by-frame cel animation.

I have a commitment to quality and a professional, conscientious approach.

I use the following programs: 3DS Max, Maya, Zbrush, Substance Painter, Photoshop, Unity, After Effects, Final Cut Pro, Flash, Audacity.

Employment/ Experience

April '17	Rigged and animated a human character with standard game animation set, plus several varied weapon attacks to cover the 65 weapons for the game Dead Squared .
February '17	Animated cartoon Mummy and Anubis baddies for shoot-em-up roguelike Dead Squared . This game has been greenlit on Steam; I rigged and animated all the

	characters.
August '16	Avant Games ; I animated four additional custom dragon & rider animations for them, to go with the dragon character set they purchased from S.F. Bay Studios (which I also rigged and animated).
May '15 – ongoing	Rigged and animated several fantasy characters for SF Bay Studios; dragon and rider ; human fighters ; ; skeletal dragon ; giant worm ; gargoyle ; weeper character ; rock monster ; flying eye and mushroom monster . The characters include blend shape mesh customisation which I modelled. These characters are sold as assets on the Unity Store, and many are featured in SFB's rpg game The Barbarian .
Summer '15	Modelled and rigged 3D cartoon character from a detailed design for the beat-em-up game Ghamus .
May '15 - Feb '16:	Modelled, rigged and animated several characters brought to me as thumbnail sketches for the game The Spiral by Morbid Media Group.
Apr '15	Designed the concept art and built, rigged, animated all the art assets for puzzle game Metro Warp .
Mar '15	Animation for RTS game Empyrean Rule .
Dec '14 – Jan '15:	Rigged and weighted 8 high-poly character meshes for the game Rebel Galaxy by Double Damage Games.
May - Oct '14:	Character creation and environment art for an as-yet unreleased tablet game. 4 fantasy characters – each modelled, rigged, textured, animated and imported to Unity. Featuring several customisable outfits, morph target animation, and human and quadruped anatomy.
Summer '14:	More rigging, animation & importing characters for End Boss Games.
February '14:	Animated some characters for Unity/ Oculus Rift horror game Dreadhalls .
January '14:	Hired to model and rig mid-poly human for an educational game.
Autumn '13:	Collaborated on long-term Unity project Tomb of Rooms , and exhibited it at Eurogamer Expo in Earl's Court, London. My contributions to this game include some characters, furniture and props, floor and wall textures, book interiors, wall paintings and some animation. This game was made with one programmer and one other artist.
Summer '13:	Modifying assets - taking low-poly models and editing/upgrading them as new & improved characters; new hairstyles, accessories, tails, etc.
Aug '12 & Jan '13:	Rigging & animation for End Boss Games (Unity). Walk and attack animations of various creatures: human, zombie, boss, dog, spider, goblins, etc.
Apr '12:	30-second animation loop made for a 'haunted house experience', where I created an endless tide of running rats, which would be projected onto a wall with an accompanying squeaky-scratchy foley noise. The final output featured the silhouettes of a 3D rat model, with a few different run cycles for variety.
Sep '11 - Jan '13:	Regular employment with Babaroga ; I was involved with porting outsourced & independent projects for mobile, tablet and PC platforms. The sole artist of the UK office, my tasks included UI layout and font creation with in-house software, character animation in Maya (using the Xbox avatar rig and various custom rigs), 2D art including UI design, concept art and various image modification; image resize/convert, paint touch-ups, overpainting text translations, etc, and 3D environment asset creation.
Aug '11:	Short contract to rig a 3D cartoon human.

June '11:	Beatnik games – 3D character animation (cartoon blob character).
Feb – May '11:	<i>Hobtails</i> – book illustration.
Dec '10 – Mar '11:	Kumkwat Entertainment – character game animation and rigging; realistic human walk/run cycles and character actions.
June '10 – Jan '11:	Ohai Games – 2D Flash animation; cartoon animal walk cycles, eating animations and character pieces.
Mar – May '10:	Beatnik Games – freelance 3D animation and modelling; animating fantasy quadruped character and modelling realistic clothes for the human characters, plus some minor character creation (environment creatures - snake, tortoise, etc).
Dec '09:	Real life 3D sculpting commission; sculpt of girl cartoon character for rock band merchandise, sculpted in polymer clay for industrial casting purposes.
Nov '09:	Beatnik Games – 3D animation; quadruped character animation.
Jan – Aug '09:	D-Forms – varied real-life prop-making work. Several months spent making set-pieces and hand-props for the CBBC fantasy drama <i>Spirit Warriors</i> .
Sept – Dec '08:	Designworks – mould-room assistant in busy product design modelmaking studio.
Aug '08:	Bell and Spoon – real life sculpting commission for a jewellery piece.
Jun – Aug '08:	D-Forms – regular employment as modelmaker's assistant. Various prop-making for TV and media.
Jun 07:	Artem – paid work experience whilst on summer holiday from uni. Worked on acclaimed Sony Bravia “stop-motion bunny” advert.
Oct '06 – Jan '07:	<i>Thomas the Tank Engine</i> – paid work experience at Shepperton Studios whilst in my second year of university. Scale model detail and finish (real life 3D).

Education

Hertfordshire University (2005 – 2008)

BA (Hons) Model Design and Special Effects – 2:1 grade.

Inc. additional portrait sculpting course and additional provisional welding course.

Chichester College (2003 – 2005)

BTEC National Diploma Fine Art and Design – Two distinctions, one merit.

Inc. City and Guilds life drawing course.

Westergate Community School (1998 – 2003)

10 GCSEs – 1 A*, 1 A, 2 Bs and 6 C grades.

For references/ testimonials, please see my [LinkedIn page](#).