

# KATY LLOYD - Digital Artist and Animator

## C.V.

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### Skills

As a digital 3D artist my focus is in modelling, rigging and animating 3D characters for use in game engines such as Unity and Unreal.

I enjoy solving unusual rigging or animation requests. Aside from standard bone rigging, I can:

- create facial animation and/or facial rig setup for automated vocal animation software
- animate code driven and root motion characters
- utilize blend shape / morph target animation for enhanced animation or special effect
- set up and model character customisation (e.g. body shape sliders, facial customisation)
- work with and manipulate mocap data
- create squash and stretch rigs for game engines
- create pre-animated physics effects (e.g. falling rocks or flowing clothing)
- set up in-game physics effects (e.g. flowing clothing which reacts in real time)
- create particle effects
- create animated textures
- modify or upgrade existing characters (with or without source files)
- work in a variety of art styles (realistic high-res, cartoon, minimalist, etc)

Usually I work with characters, but I am happy to do other art tasks such as prop modelling, environment art, making UI icons, re-skinning assets, and re-working 2D art for localisation. I also have some experience with 2D animation, previously working in Flash to create keyframed cut-out styles and frame-by-frame drawn cel animation.

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

### Employment/ Experience

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<b>April '17</b>	Rigged and animated a human character with standard game animation set, plus several varied weapon attacks to cover the 65 weapons for the game <a href="#">Dead Squared</a> .
<b>February '17</b>	Animated cartoon Mummy and Anubis baddies for shoot-em-up roguelike <a href="#">Dead Squared</a> . This game has been greenlit on Steam; I rigged and animated all the characters.
<b>August '16</b>	<a href="#">Avant Games</a> ; I animated additional custom dragon & rider animations for this company, to extend the dragon character set they purchased from S.F. Bay Studios.

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<b>May '15 – ongoing</b>	Rigged and animated several fantasy characters for SF Bay Studios; <a href="#">dragon and rider</a> ; <a href="#">human fighters</a> ; ; <a href="#">skeletal dragon</a> ; <a href="#">giant worm</a> ; <a href="#">gargoyle</a> ; <a href="#">weeper character</a> ; <a href="#">rock monster</a> ; <a href="#">flying eye</a> and <a href="#">mushroom monster</a> . 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 <a href="#">The Barbarian</a> .
<b>Summer '15</b>	Modelled and rigged 3D cartoon character from a detailed design for the beat-em-up game <a href="#">Ghamus</a> .
<b>May '15 - Feb '16:</b>	Modelled, rigged and animated several characters brought to me as thumbnail sketches for the game <a href="#">The Spiral</a> by Morbid Media Group.
<b>Apr '15</b>	Designed the concept art and built, rigged, animated all the art assets for puzzle game <a href="#">Metro Warp</a> .
<b>Mar '15</b>	Animation of an orc character for RTS game <a href="#">Empyrean Rule</a> . Standard game animation set – walk, run, strafe, attacks, death, etc.
<b>Dec '14 – Jan '15:</b>	Rigged and skinned 8 high-res characters (human and alien) for the game <a href="#">Rebel Galaxy</a> by Double Damage Games. The character meshes needed their upper bodies and faces rigged for facial animation.
<b>May - Oct '14:</b>	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.
<b>Summer '14:</b>	More rigging, animation & importing characters for End Boss Games.
<b>February '14:</b>	Animated some characters for Unity/ Oculus Rift horror game <a href="#">Dreadhalls</a> .
<b>January '14:</b>	Hired to model and rig mid-poly human for an educational game.
<b>Autumn '13:</b>	Collaborated in a team of three (one programmer and one other artist) on our two player co-op horror game <a href="#">Tomb of Rooms</a> . We were pleased to be chosen to exhibit it in the Indie Arcade at Eurogamer Expo 2013 in Earl's Court, London. My contributions to this game include some character modelling, rigging and animation; modelling of furniture and props; floor and wall textures; books and book interiors and wall paintings.
<b>Summer '13:</b>	Modifying character assets - taking low-poly models and upgrading them to be new & improved; better textures, new hairstyles, wardrobe items, tails, etc.
<b>Aug '12 &amp; Jan '13:</b>	<a href="#">Rigging &amp; animation</a> for End Boss Games (Unity). Walk and attack animations of various creatures: human, zombie, boss, dog, spider, goblins, etc.
<b>Apr '12:</b>	<a href="#">30-second animation loop</a> 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.
<b>Sep '11 - Jan '13:</b>	Regular employment with <a href="#">Babaroga</a> ; 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.
<b>Aug '11:</b>	Short contract to rig a 3D cartoon human.
<b>June '11:</b>	Beatnik games – 3D character animation (cartoon blob character).

<b>Feb – May '11:</b>	<i>Hobtails</i> – book illustration.
<b>Dec '10 – Mar '11:</b>	Kumkwat Entertainment – character game animation and rigging; realistic human walk/run cycles and character actions.
<b>June '10 – Jan '11:</b>	Ohai Games – 2D Flash animation; cartoon animal walk cycles, eating animations and character pieces.
<b>Mar – May '10:</b>	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).
<b>Dec '09:</b>	Real life 3D sculpting commission; sculpt of girl cartoon character for rock band merchandise, sculpted in polymer clay for industrial casting purposes.
<b>Nov '09:</b>	Beatnik Games – 3D animation; quadruped character animation.
<b>Jan – Aug '09:</b>	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> .
<b>Sept – Dec '08:</b>	Designworks – mould-room assistant in busy product design modelmaking studio.
<b>Aug '08:</b>	Bell and Spoon – real life sculpting commission for a jewellery piece.
<b>Jun – Aug '08:</b>	D-Forms – regular employment as modelmaker's assistant. Various prop-making for TV and media.
<b>Jun 07:</b>	Artem – paid work experience whilst on summer holiday from uni. Worked on acclaimed Sony Bravia “stop-motion bunny” advert.
<b>Oct '06 – Jan '07:</b>	<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](#).**