**LUCY WILLIAMSON**

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**EDUCATION**

**Indiana University, Luddy School of Informatics, Computing, & Engineering,** Indianapolis, IN

**Bachelor of Science in Media Arts and Science** Expected GRAD: May 2027

**Specialization**: 3D Graphics and Animation **GPA: 3.836**

**Relevant Courses**: 3d animation, 2d animation, Organic Modeling, Lighting and Texturing

**TECHNICAL SKILLS**

**3D Modeling, Unwrapping and Retopology -** Autodesk Maya, ZBrush, UV Layout

**2D and 3D Animation:** Autodesk Maya, Blender, ZBrush, Adobe Animate, After Effects

**Rigging:** Autodesk Maya

**Compositing + Video Editing:** Adobe After Effects, Premiere Pro

**Miscellaneous**: Adobe Photoshop, Adobe Illustrator, Microsoft Office Suite, Wacom tablets and pen displays, Arnold Renderer, MEL (Maya Embedded Language), Substance Painter

**WORK EXPERIENCE**

**Jaguar Swim School – Indianapolis, Indiana** Nov 2023 - Present

*Swim Instructor*

* Teaching individuals of all ages in 30 minute intervals for 4 hours 4 days a week.
* Researched proper form and technique from supervisors adapted for students to implement in lessons.
* Monitored progress of students in collaboration with other instructors to help reach personalized goals regarding swimming.

**Independent Contract – Indianapolis, Indiana** Dec 2023 – Mar 2024

Independent Contract

* Taught certain team members digital illustration software and design principals to implement throughout the design process.
* Collaborated with small team to produce logo drafts to be shared with neighborhood community for further development and feedback.
* Implemented critique from fellow team members and neighborhood community to develop a logo to be used for signage and branding.

**PROJECT EXPERIENCE**

**Project Niya – Indianapolis, Indiana**  Jan 2025 - Present

*Chef Niya*

* Managing 3d team of 10 with fellow team leads to standardize production practices and produce several unique rigs and models using Maya and ZBrush to be ready for production in Unity.
* Modeling and Rigging unique creatures and characters In Maya and ZBrush with fellow team members to be implemented for game in Unity.
* Attended weekly meetings with larger team of 20 to provide and receive critiques and stay on schedule.