

# LUCY BALLEs

## 3D Generalist

Portfolio

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## SKILLS

**Software:** Maya, Blender, 3ds Max, Arnold, Substance Painter & Designer, Unreal Engine, Niagara, Unity, Godot, Spine, Blockbench, Adobe Photoshop, After Effects, Illustrator, Microsoft Office, Google Workspace

**Technical:** 3D Modeling, UV Mapping, Texturing, Rigging, Animation, Shader Programming, Lighting, Particle Systems, Concept Art, Digital Illustration & Painting

**Interpersonal:** Project Management, Team Collaboration, Problem Solving, Communication, Conflict Resolution, Planning, Dependability, Active Listening, Attention to Detail, Organization

## EXPERIENCE

### Work:

#### King Show Games (06/25-Current)- Animator/Illustrator

- Create 3D and 2D game-ready assets using 3ds Max, Photoshop, After Effects, and Spine
- Work within a Agile-based production pipeline incorporating feedback to maintain style consistency and meet deadlines
- Collaborate with team members to clarify tasks and adapt to evolving project priorities

#### Lost Tower Games (03/25-07/25)- Contract 3D Artist

- Contributed to development of Temporal Titans by creating 3D assets and incorporating feedback to ensure visual consistency
- Refined skills in Blender and Blockbench by modeling, UV mapping, and texturing game-ready 3D assets
- Organized file versions and assets to streamline workflow and support efficiency

#### University of Wisconsin- Stout (09/24-12/24)- 3D Animation Tutor

- Assisted students with projects involving 3D hand key animation, mo-cap animation, Rigging, and using Maya plugins
- Improved communication skills by teaching efficient animation workflows and provide critique
- Fostered a supportive learning environment to encourage student creativity and problem-solving

#### Midwest Manufacturing (02/24-08/24)- 3D Design Intern

- Learned workflow in Blender to create renders of products that look like their real life counterparts
- Utilized Microsoft Excel to organize and track progress for each task
- Honed attention to detail by reviewing 3D models and ensuring accuracy before final rendering

#### Nift Networks(08/23-Current)- Remote Customer Success Representative

World Market (05/22-08/22 05/23-08/23) ,Chipotle (05/21-08/21), Panera (07/19-08/20)

### Design Projects:

#### Helianthus Short Film- Project Timeline: 9 Months (09/24-06/25)

- Led team of 4 to create a 3D animated short, guided creative direction/workflow while facilitating clear communication
- Assisted across animation, modeling, texturing, and concept art to support production and maintain the visual style
- Managed technical problem-solving/pipeline optimization using a Maya to Unreal Engine workflow

#### Search For The Heart Video Game- Project Timeline: 5 Months (01/2024-05/2024)

(Winner of Most Innovative Art and Audience Choice awards at UW-Stout Game Expo (Spring 2024))

- Worked in team of 10 to create a video game in Unreal Engine. Assisted with UI art, rigging, modeling and concept art
- Contributed as lead animator, took character rigs and animated them for gameplay using Maya
- Was main texture artist, developed game's texture style in Substance Painter based on concept art

#### Abyssal Video Game- Project Timeline: 4 Months (09/23-12/23)

(Winner of Best Art award at UW-Stout Game Expo (Fall 2023))

- Expanded communication skills through working in a team of 8 to create a video game in Unity
- Took on role of lead character artist, designing characters and turning them into final assets
- Strengthened animation skills through animating 10+ characters in Photoshop

## EDUCATION & DEVELOPMENT

#### University of Wisconsin-Stout (Graduated Spring 2025)

- BFA in Animation & BFA in Game Design/Development-Art
- GPA: 3.9 (summa cum laude), made Dean's List all semesters
- Studied Abroad in Japan (Winter 2023)

#### Google Certification-Foundations of Project Management (09/22):

- Learned project management skills, applied them to projects like *Search For The Heart* and *Helianthus*

#### Aaron McGriff Demo Reel Workshop (04/22):

- Received critique from an industry professional and revised reel based on feedback