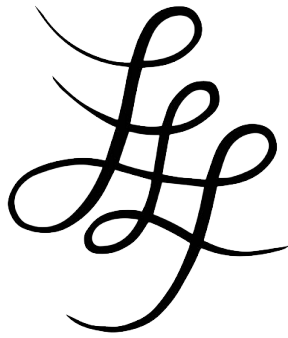

LYDIA PRAAMSMA



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1633 S Bundy Dr, #9 Los Angeles, CA 90025

Skills

Technical Skills

- 2D Visual development/Digital Art, proficient, experienced.
- 2D Animation, experience with, capable.
- AE Animation, experience with, capable.
- 3D Modelling, experience with, capable.
- 3D animation, experience with.
- Video Editing, experience with.

Software Skills

- *Adobe Photoshop*, proficient, experienced.
- *Clip Studio Paint*, proficient, experienced.
- *Maya*, experience with, ability to 3D model and basic animation.
- *Adobe Premier*, experience with and ability to video edit.
- *Adobe After Effects*, experience with and ability to video edit and animate.
- *Adobe Audition*, experience with and ability to sound edit.
- *Shotgun*, experienced.

References

Available upon request.

Profile

Artist with a passion for visual development in the field of Game Design, Animated Television and Feature Presentation. Trained in Concept Art, Storyboarding and Character Design. Able to handle multiple projects and meet deadlines. Flexible and able to take on a variety of jobs with a broad skillset. Social artist with good communication skills and creative ideas.

Experience

Freelance Commission Work — 2012-present Freelance work for a variety of private clients. Range from preliminary sketches and designs to fully coloured, rendered scenes and character designs. Ability to communicate with clients and manage own work and business as well as market self for Freelance Work.

2D Asset Artist on High Five Slots, Liquid Development, Portland Oregon—2018 2D Asset artist working on characters and backgrounds for the app game series, High Five Slots.

APM on Harley Quinn, Warner Brothers Animation, Burbank, California — 2018

Shipping and Design APM at Warner Brothers Animation on Harley Quinn. Manage design assets and overseas shipping materials for the Animated Series, Harley Quinn.

Lead Artist on Saltire, Diamondsteel Comics, Dundee, Scotland — 2016 Designed new renditions of previous characters under publisher. Designed new characters for the project. Drafted and Inked 48 full pages spanning 2 printed issues. Completed both issues in full over the course of one and a half months.

Education

Duncan of Jordanstone College of Art and Design, Dundee, Scotland, UK — BDes Honors, Animation, 2017 Graduated at top of the class with honours after 4 consecutive years of attendance. Art Director and Production Designer on final film.

Schoolism Advanced Lighting with Sam Nielson, 2013

Online course learning to paint and render light and colour as well as photoshop techniques used in professional Concept Art.

Schoolism Live Workshop London, 2016

Live workshop with industry professionals on Art Direction, Production Design, Colour Design.
