

**Will Lim**

**3D Animator**

(626) 274 - 0043

Will2201@gmail.com

<https://www.IWillAnimate.com>

**Skills**

3D Character and Creature Animation; 3D Modeling; 3D Rigging; Motion Graphics; Video Editing

**Software Skills**

Autodesk Maya, Unreal Engine, XSens Motion Capture, 3D Studio Max, Faceware, Adobe Suite, Unity

**Experience**

**ScanlineVFX / Lead Performance Capture Animator**

Aug 2021 - Oct 2023, Los Angeles, CA

- Transferred Motion Capture Data and Clean up performances for the following projects
  - The Batman
  - The Gray Man
  - Black Adam
  - The Flash
  - One Piece Live Action Episodes 2, 6 and 7
  - Yu Yu Hakusho Live Action Episodes 2 and 5
  - Aquaman 2: The Lost Kingdom
  - Avatar The Last Airbender Live Action Episode 8
- Scheduling and Briefing out tasks for team members
- Assisting Performance Capture Supervisor in managing shows, shots and team members.

**Turn Me Up Games / Lead Animator**

Dec 2019 - Aug 2021, Burbank, CA

- Developed a Motion Capture Pipeline using XSens and Live Link in UE4
- Rigged Characters to work with XSens software as well as set up blendshapes for Live Link
- Creating cinematics for internal game project
- Record and Implement Animations into game build
- Clean up Motion Capture animation and implement into Project

**Whitney Digital / Freelance Animator**

November 2019 - November 2019, Los Angeles, CA

- Animated a project for a legal defense video

**Section Studios / Freelance Animator**

May 2019 - June 2019, Los Angeles, CA

- Animated Motion Graphics
- Rigged and Animated for Baldur's Gate 3 E3 website

**Engine Giant Entertainment / Co-Founder and 3D Animator**

July 2013 - February 2020, Santa Ana, CA

- Founding member of the LLC.
- Developed animation packs for sale on Playstation Home

**Crow Visuals / Freelance Animator**

January 2019 - March 2019, Germany

- Rigged and Animated Dinosaurs for an upcoming 3D game.

**Kaizen Platform / Freelance Optimizer**

July 2017 - August 2018, San Francisco, CA

- Created animations and static ads for several mobile games.

**Turn Me Up Games / Freelance Animator**

May 2018 - June 2018, Burbank, CA

- Rigged and animated characters for a video game pitch.

### **Fenix Fire Entertainment / Animator**

January 2017 - March 2017, Ontario, CA

- Developed creature and mech animations for the video game Osiris A New Dawn.

### **Iron Claw / Contract Animator**

May 2016 - May 2016, Los Angeles, CA

- Matchmoved camera and animated characters for the Fifa 17 E3 Trailer.

### **Robotpencil / Producer**

January 2015 - January 2016, Irvine, CA

- Produced online classes for concept artist Anthony Jones. Planned and organized artist meetups for Orange County. Organized meetings with freelance clients.

### **Zuul Labs / 3D Animator, Vector Artist and Project Manager**

March 2014 - November 2014, Huntington Beach, CA

- Developed animations for In-Game Puppies, NPC Sprites and Effect Sprites.
- Implemented Animations into Unity Playmaker.
- Created vector versions of Puppy Costume Textures.
- Organized and assigned project assignments to team members.
- Uploaded app to Apple and Google Play.

### **Konami Digital Entertainment/ 3D Artist**

March 2012 - July 2013, El Segundo, CA

- Developed animation packs for sale on Playstation Home. Downgraded models for LOD models.

### **IMPD Productions/ Facial Animator**

December 2011 - January 2012, Santa Monica, CA

- Cleaned up and polish facial animation keys for in-game cinematics.