

William Lim

3D Animator
www.Iwillanimate.com
(626) 272-7048

Education:

AnimationMentor.com
September 2009 – July 2011
Class 3: Advanced Body Mechanics

The Art Institute of California – Orange County
2004 – 2008
Bachelor of Science in Animation

Skills:

Maya 2010	3ds Max 2010	FaceWare
Photoshop	After Effects	Dreamweaver

Work Experience:

Burton Design Group (January 2012 – February 2012)
3D Animator

- Animating Characters for upcoming Facebook Game

IMPD Productions - www.impdproductions.com (December 2011 – January 2012)
3D Animator

- Cleaned up and polished facial animation keys for in-game cinematics.
- Animated using FaceWare
 - Projects:
 - Max Payne 3
Cleaned up and polished animations for various characters
 - Sleeping Dogs
Animated various characters

Floor 84 Games (January 2010 – November 2010)

3D Animator

- Creating in-game cinematics and Animation Cycles

3D Intern / Game Tester

- Created 3D models for Man vs Wild the Game
- Tested game levels for quality assurance
 - Projects: Man vs. Wild The Game
Game Status: Shipped