LILLY TAN

2D & 3D DESIGN AND ANIMATION

📞 (360) 909-8659 ✉ lillyhtan@gmail.com

💻 lilly-tan.com Ⓥ vimeo.com/lillytan

in linkedin.com/in/lilly-tan-692a45235

EDUCATION

Washington State University Vancouver

B.A. Digital Technology & Culture
[Dec. 2022]
Game Studies & Design Certificate, 2022
Fine Arts Minor, 2022

LANGUAGES

Basic Mandarin Chinese

TECHNICAL SKILLS

Adobe Photoshop
Adobe After Effects
Adobe Animate
Autodesk Maya
Adobe Illustrator
Twine
Tableau
Unity

MULTIMEDIA SKILLS

Animation
Modeling
Storyboarding
Infographic Design
Marketing Design
Video Editing
Game Design
Rigging
Rotoscoping
Data Visualizations
Web Design
HTML5 & CSS3
JavaScript

MANAGEMENT

Basecamp
Slack
Zoom
Microsoft Office

PROFESSIONAL EXPERIENCE

ARGOS SCIENTIFIC, INC.*

A company specializing in air quality management, leak detection and repair, ambient air and stack monitoring.

Multimedia Designer, July 2023 - June 2024

- Redesigned the company's main website and clients' sites using Photoshop, WordPress, Visual Studio Code, and HTML5 & CSS3
- Designed marketing brochures in Photoshop
- Designed banners in Photoshop
- Planned and designed for conferences
- Designed and animated a logo in After Effects
- Managed and created social media content

UNCLE BUDDY'S PHANTOM FUNHOUSE: RECONSTRUCTION OF A HYPERMEDIA NARRATIVE GAME BY JOHN MCDAID

Reconstruction of the 1993 hypermedia narrative game by John McDaid for contemporary computing devices.

Rotoscoper, Animator, 2022

- Illustrated storyboards in Photoshop
- Rotoscoped the original music video in After Effects
- Animated the logo and assets in After Effects
- Animated a scene in the trailer in Maya

UNFORTUNATE CAUSES OF SPRING

This short film revolves around a fox and a rabbit with character designs influenced by plant life. It follows a story of "predator vs prey" where one tries to outsmart the other.

Modeler, Rigger, Animator, Renderer, 2021

- Illustrated a storyboard
- Designed, modeled, textured, rigged, and weight painted characters in Maya
- Created the environment and lighting in Maya
- Animated the characters in Maya
- Rendered out the animation with Arnold
- Edited the final animation in After Effects

*Reference available upon request.