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LIZZY WILMER

GAMES ANIMATOR (3D)
MOTION CAPTURE TECH / ACTRESS

EXPERIENCE

Motion Capture Technician

Oct. 2021 - Mar. 2022

Centroid Motion Capture, UK

- PCAP, Production of MoCap Shoots for AAA clients
 - Suiting up, Tracking, Capturing, Calibrating, Logging, PreVis, Acting
- Lyceo & Studiekring, Breda

English Tutor

All Levels of Secondary Education
2020 - 2021

- Tutoring students in English Language | Secondary School
- Study coaching and exam training | Secondary School

Autonomous Artist

2013 - Current

Acrylic Painting Commissions

- Commissions of requested subjects, main focus animal portraits
- Realistic style

EDUCATION

Breda University of Applied Sciences

2018 - Current

Bachelor's Degree in International Games Architecture and Design

Expected Graduation 2022

Animator for ARID



Dalton Den Haag

2012 - 2018

VWO Atheneum Cultuur & Maatschappij

CAE Certificate, IB Certificate, VWO Diploma

ABOUT ME

I am a *passionate and driven 3D animation student and game developer*. Creating visually appealing games through high-quality handkeyed and / or motion captured animations is my main goal. Player experience and coherence is key to me, and alongside the importance of feedback I try to incorporate my eagerness to learn into my work and keep on improving myself.

SKILLS

3D Animation
Motion Capture
Traditional Art

Autodesk Maya
Autodesk MotionBuilder
Unreal Engine 4
Adobe Photoshop
Adobe Premiere Pro
MVN / Xsens
Motion Analysis / Cortex

CONTACT

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