# ASTRID LONG

## CG Character Animator

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Los Angeles, CA 🖄

### **SKILLS**

#### **Animation**

3D Animation • 2D Animation

#### 3D Modeling

Modeling • Retopology • Texturing • Lighting

#### **SOFTWARE**

#### **Animation**

Autodesk Maya • ToonBoom Harmony • UDMPAINT

Procreate Dream

#### Modeling

ZBrush

#### Creative

Substance Painter • Substance Designer

Unreal Engine

Premiere Pro • Photoshop • Procreate

SyncSketch

### File Storage

Dropbox

## **Documentation**

Trello • Miro • Confluence

#### **EDUCATION**

## ArtCenter College of Design - Pasadena, CA

Sep 2020 - April 2024

Bachelor of Science in Animation

Graduating with honors

#### **LANGUAGES**

English - proficient

Mandarin - native

Japanese - intermediate

## **WORK EXPERIENCE**

## Visual Design Intern | The Hutong

Handbook cover design • Feb 2019

- Collaborated with another intern and designed a series of hoodies and handbooks for a high school
- Designed an exclusive themed handbook cover for a high school

## PROJECT EXPERIENCE

#### No Vacancy • Animator / Character Modeler

Academic Capstone Project • May 2023 - April 2024

- Animated multiple shots and pitched to industry judges for the greenlight process
- Modeled the main character in Zbrush and Maya
- Collaborated closely with concept, rigging, and animation teams to better the main character's rig and performance in acting

## The Gondolier • Animator / 3D Layout / Prop Design

Academic Shorts Project • Jan 2022 - Sep 2022

- Animated shots in 2D and pitched to instructors for the green light process
- Created 3D models for the environment for layout and background reference
- Designed interactable props for the main characters

## Painted World: Neo - Versailles • 3D Modeler

Academic Game Capstone Project • Sep 2022 - Dec 2022

- Modeled the main character in low poly using Zbrush and Maya
- Created modular kits and distributed them within the game world
- Created tileable texture for indoor and outdoor environment

#### **AWARDS**

## ArtCenter Provost's List (2022 - 2024)

Achieving a GPA of 3.80 or higher for multiple semesters

## Cinematic European Film Festival (2023)

Recipient of the Best Animation Award for The Gondolier