

LILY PINSON

(208)-631-1887 | pinson.lilya@gmail.com | Boise, ID

Education

Boise State University | Boise, ID

GIMM (Games and Interactive Mobile Media) | 05/2027

- 4 year Bachelor's Degree, expected to graduate in spring of 2027.

Experience

Self-Employed (Remote) | Boise, ID

Freelance Artist/Designer & Social Media Manager | 08/2023 - Present

- Manage several Social Media accounts, with the purpose of marketing my designs and artwork.
- Manage communications between multiple clients at once.
- Design artwork for clients with the intent to provide satisfactory results.

Roblox Fantasy Video Games

Concept Artist | 01/2021 - Present

- Communicate with game developers to create relevant and strong game concepts to attract new players to the game.
- Develop concepts with the intention of implementing them into a game.
- Collaborated with various other artists on different concepts.

Interactive Unity Comic Game | Boise, ID

Lead Animator/Project Designer | 01/2024 - 05/2024

- Lead Project Designer in a team of 5 people.
- Directed/storyboarded the project.
- Provided visual assets and animations
- Coded in C# as a secondary programmer.

AR Game Project | Boise, ID

Designer/Animator | 11/2023 - 12/2023

- Lead Animator for character assets in a team of 4 people.
- Designed visual assets.

Individual Game Project | Boise, ID

Unity Game Developer | 08/2023 - 11/2023

Individually developed my own Unity Game, a 2D platformer.

- Coded in C#.
- Designed all assets and animations.

Skills

Outgoing, Organizational Skills, Collaboration, C#, Unity, Computer Skills, Time management, Leadership, Communication skills