

# LILY PINSON

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

## Experience

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### **Roblox Fantasy Video Games | Remote**

#### **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.

### **Various Independent Projects | Remote**

#### **2D Animator / Director / Storyboard Artist | 10/2021 - Present**

- Directed various independent animation projects.
- Collaborated with teams of animators to animate and polish scenes.
- Storyboarded entire scenes to aid animators when polishing.
- Proficient with animation and video editing software.

### **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.

### **Individual Game Project | Boise, ID**

#### **Unity Game Developer | 08/2023 - 09/2025**

Individually developed my own Unity Game, a 2D platformer. Coded in C#. Designed all assets and animations.

### **AR Game Project | Boise, ID**

#### **Designer/Animator | 11/2023 - 09/2025**

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

### **Interactive Unity Comic Game | Boise, ID**

#### **Lead Animator/Project Designer | 01/2024 - 09/2025**

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.

## Skills

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Organizational Skills, Collaboration, 2D Animation, C#, Unity, Computer Skills, Time management, Leadership, Communication

## Education

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### **Boise State University | Boise**

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