

Adriana Lee Park

Animator - Sony Interactive Entertainment America

Los Angeles, CA - Email me on Indeed: [indeed.com/r/Adriana-Lee-Park/f1dcfda5a81bbd6b](https://www.indeed.com/r/Adriana-Lee-Park/f1dcfda5a81bbd6b)

- Created AAA performances for God of War.
- Worked closely with Lead Animator and Game Designers to develop animations assets that fulfill the requirements of the project's game design and visual design.
- Created high quality animations of humans and creatures.
- Prepared for and attended motion capture shoots.
- Cleaned up and integrated into game motion capture data using Motion builder.

WORK EXPERIENCE

Animator

Sony Interactive Entertainment America - August 2016 to Present

- Created AAA performances for God of War.
- Worked closely with Lead Animator and Game Designers to develop animations assets that fulfill the requirements of the project's game design and visual design.
- Created high quality animations of humans and creatures.
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Animator Intern

Sony Interactive Entertainment America - May 2016 to August 2016

Animated AAA performances for God of War.

Animator

State University Northridge- Career Center - June 2015 to May 2016

- 2D Animation using Flash/Adobe Animate CC and Adobe After Effects
- 3D Animation
- Create Concept design for educational interactive Application
- Character Design using Adobe Illustrator and Adobe Photoshop

3D Animator

State University Northridge- Career Center - July 2015 to August 2015

- Responsible for character and creature animation for kid's show
- 3D Animation using Autodesk Maya
- Interaction with rigging department

EDUCATION

B.A. in Art

California State University Northridge - Northridge, CA
2014 to 2016

Pierce College
2011 to 2014

SKILLS

ADOBE PHOTOSHOP (Less than 1 year), AFTER EFFECTS (Less than 1 year), FLASH (Less than 1 year), ILLUSTRATION (Less than 1 year), ILLUSTRATOR (Less than 1 year), Maya (5 years)

LINKS

<http://adrianakjlee.weebly.com/>

ADDITIONAL INFORMATION

SOFTWARE SKILLS

Advanced knowledge in 3D software (MotionBuilder and Autodesk Maya), 2D animating software (Adobe Flash/Animate CC and ToonBoom), and Adobe Creative Cloud software (After Effects, Adobe Photoshop, Illustrator).