

Troy Lai

Garden Grove, CA - Email me on Indeed: [indeed.com/r/Troy-Lai/3fc4aefe758d13d7](https://www.indeed.com/r/Troy-Lai/3fc4aefe758d13d7)

Create, design, and develop a series of images representing objects in motion either in two-dimensional or three-dimensional forms in products such as movies, commercials, and web video content.

Willing to relocate to: Irvine, CA - Burbank, CA

Authorized to work in the US for any employer

WORK EXPERIENCE

Animator

- June 2010 to Present

Creating independent animation projects

Assistant Animator

- October 2012 to December 2012

The VooDoo That You Do- Animated short

Background Artist

- October 2012 to December 2012

The VooDoo That You Do - Animated Short

EDUCATION

Garden Grove High School

September 2006 to June 2010

SKILLS

Adobe Photoshop CS6, Autodesk Maya, Adobe Flash CS6, Zbrush

LINKS

<http://www.Troylanimation.com>

ADDITIONAL INFORMATION

Skills:

- Management of organizing, planning and prioritizing projects.
- Strong judgment with a team to review decisions towards the development of the project.
- Ability to solve perceived problems by deductive reasoning and analysis of the situation.
- Actively Listen, Visualize, and Process information to give quality evaluations.
- Fluent experience in Mac and PC Platform systems.
- High standards in attention to detail within deadline.
- Comprehension to develop creative and complex animations.
- Apply critical thinking skills to interpret the development of story.

Knowledge:

- Strong in Autodesk Maya 2013
- Experienced in Adobe Flash CS6
- Proficient in Adobe Photoshop CS6
- Understanding of essential information in Adobe Aftereffects CS6
- Adequate skill in Zbrush

Areas of Expertise:

Character Animation Artist: Strong 2D and 3D animation skills for bipedal characters.

Storyboard Artist: Drawn 10 to 25 panels of a scene to effectively communicate the project's story.

Character Design Artist: Design characters to portray their personality, archetype, and characterization.

Character Model Artist: Accurately create objects or characters from concept production stage.