Abenthy Lillieström

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Work

Goodbye Kansas April 2022 - July 2023

Freelance Junior Rigging Artist

- Created character, creature, prop, and vehicle rigs for production
- Created new tools to speed up rigging workflow, and improved existing ones

Education

Futuregames Feb 2020 - Mars 2022

3D grafiker, Stockholm

• Education with a focus on creating 3D art for games

Goodbye Kansas Internship September 2021 - April 2022

Internship as a Rigging Artist as part of my education as Futuregames

Skills

Autodesk Maya, Python, C#