

Abenthy Lillieström

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Portfolio <https://laundryfrog.net/>

Work

Toca Boca October 2023 - July 2025

Freelance Technical Animator & Gameplay programmer

- Created character rigs for game project and implemented characters in engine
- Created tools for content creation pipeline supporting modelling, rigging, and animation
- Programmed animation and gameplay systems

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
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Education

Goodbye Kansas Internship September 2021 - April 2022

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

- Worked on real production, similar to my later employment

Futuregames Feb 2020 - Mars 2022

3D grafiker, Stockholm

- Education with a focus on creating 3D art for games
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Skills

Programs

Autodesk Maya, Blender, Unity, Unreal

Languages

Python, C#, html, CSS, JavaScript

Version Control

GitHub, GitLab