

LILY INMAN

3D ARTIST / ILLUSTRATOR

CONTACT

✉ lilyinman11@gmail.com

🌐 www.lilyinman.com

EDUCATION

Escape Studios

Currently Enrolled

- Master of Arts, December 2025
- Game Art

University of Florida

August 2021 - May 2023

- Bachelor of Arts, May 2023
- Digital Arts and Sciences
- 3.95 GPA, Summa Cum Laude

Eastern Florida State College

August 2020 - August 2021

- Associates of Arts, August 2021
- General Degree
- 3.90 GPA

SKILLS

- 3D Modeling
- Illustration
- Concept Art
- Game Art Design
- Storyboarding
- UI/UX Design
- 2D/3D Animation
- Creative Writing

SOFTWARE

- Zbrush
- Autodesk Maya
- Blender
- Adobe Substance Painter
- Procreate
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Microsoft Office Suite

SUMMARY

3D Artist with experience conceptualizing, designing, and creating 3D models. Skilled at collaborating with art leads and team members to successfully create assets. Able to quickly implement feedback during development in order to create desired product. 10+ years of experience as an artist with the ability to pick up new skills quickly. Highly detail oriented problem solver. Graduated from the University of Florida with a Bachelor of Arts in Digital Arts and Sciences.

WORK EXPERIENCE

3D Character Artist Intern

Icarus Development, Remote

November 2024 - Current

- Create detailed character and creature models for the game based on existing concept images
- Communicate with the team lead to make alterations and confirm work
- Meet with the team once a week to discuss game production

3D Character Modeling Intern

Kwaza Games, Remote

November 2024 - January 2025

- Created 3D models of bipedal and quadrupedal creatures
- Worked asynchronously in an Agile working environment
- Met and exceeded deadlines for 3D assets
- Rigged and animated models

3D Artist Intern

Frame by Virbela, Remote

November 2023 - June 2024

- Conceptualized and created 3D assets
- Worked with a team to decide what assets were needed
- Received feedback and made alterations as necessary

Lead Artist

Global Game Jam, University of Florida

February 3-5, 2023

- Worked with a team to plan, create, and execute a game in the given timeline
- Created the intro animatic, character sprites, character animations, assets, and level backgrounds

Digital Artist / Illustrator

Etsy, Remote

August 2020 - August 2022

- Conceptualized and created custom orders
- Communicated with clients to develop their custom orders
- Managed product pricing, inquiries, and product delivery
- Received many 5 star reviews