

LYDIA BRAGG 2D Animation/Visual Development

Portfolio: <http://www.lydiasbrowne.com>

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Career Summary

2D animator and illustrator with a passion for visual development. Self-driven team player with strong communication skills and experience in pipeline management, with the ability to slip easily into leadership roles. Possesses a wide versatility in both animation and illustration styles. Skilled additionally in storyboarding, 3D modeling, and compositing.

Education

Edinboro University of Pennsylvania

BFA: Applied Media Arts – Cinema, GPA: 3.88

2012 – 2016

Experience

Planet Propaganda (Freelance), 2D Animation

September 2019 – present

- Animator on various commercial advertisements

Cardioville Animation Productions (Contract), 2D Animation/Compositing

December 2020 – January 2022

- Production manager and animation director for all characters in the pilot
- Lead Animator for the Winston, Herman, and Cella characters
- Composited final renders and created numerous effects throughout the episode

Air Force Simulation (Contract), Visual Development/Modeling

April 2019 – July 2020

- Visual developer and lead modeler for environment and props
- Developed key aesthetics for UI elements

Beam Effect, Visual Development/2D Animation

June 2017 – Dec 2017

- Lead for storyboarding and animatics
- Designed secondary characters, environments, and props
- Matte painting and rendered backgrounds

More Frames Studio, Animation Intern

January 2016 – April 2016

- Coordinated with lead animators to design, rig, and animate puppets
- Designed environments for commercial films

Proficiencies

- Adobe Photoshop
- Adobe Animate
- Adobe After Effects
- Adobe Premiere
- Adobe Illustrator
- Autodesk Maya