Lucija Skevin
3D ANIMATOR

Contact:

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Skills:

3D animation
3D modeling
Texturing
Problem solving
Adaptability
Storytelling
Collaboration
Production

Software:

Maya
Blender
Unreal Engine
Photoshop
Illustrator
After Effects
Premiere Pro
Adobe Substance Painter
InDesign

Education:

Bachelor of Fine Arts: Animation   Sept 2020 - May 2024
Savannah College of Art and Design
Courses of study included:
Animation for Games, Art History, Architecture History, Business, Sequential Art, Technical Animation, Writing

Collaborative Projects:

Kit and Spoon and the Wayward Moon: 2023-2024
3D animation and modeling
- Worked in a team of 10 on a student short animated film
- Did 3D animation for a thrid of the film and did 3D modeling

Popi: Children's book   2022-2024
Illustrator
- Worked in collaboration with the author and the music conductor
- Illustrated all of the images, worked on the design and edited music videos

Chinese Kung Fu: 2024
3D animation cleanup on mocap
- Worked for a graduate student Yixiao Quin
- Cleaned up mocap animation, turning it into stylized animation

Independent Projects:

Doll House: 2024
Game design, modeling and blueprinting
- Modeled the enviroment, set up the systems
- Set up state machines with a bought character rig

Work Experience:

aRoma Gelato Experience   summer 2023
Ice cream server
- Scooped and served ice cream in a fast-paced enviroment
- Took care of the hygine standards, storage and delivery

PlanZ, Popi   2024
Visual social media content
- Made drawings and collages for social media of a children's book page