

ABIGAIL LEHR

MIXED MEDIA ARTIST



Boonsboro, MD



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<https://lehrportfolio.art/>

TECHNICAL SKILLS

Adobe Creative Cloud Suite

Microsoft Office

2D Illustration

2D Animation

3D Modeling

3D Rigging

Traditional Cel Animation

Autodesk Maya

Blender

EDUCATION

BFA ANIMATION
University of Maryland,
Baltimore County
2021-2024

GPA 3.9
Magna Cum Laude with High
Distinction

EXTRACURRICULARS

German Club, UMBC, Treasurer
Outdoor Recreation Club, UMBC
Women's Lacrosse Club, UMBC
Game Developer's Club, UMBC

PROFILE

A 2D and 3D artist/animator seeking an entry-level industry opportunity. Experienced in conceptualizing ideas into work projects. Communications skills have proven successful in team settings. Capable of independently working, as well as adeptly prioritizing time management to meet deadlines. Reliable and willing to work diligently.

PROFESSIONAL EXPERIENCE

3D ANIMATION INTERNSHIP
Ferry Godmother Productions

SEPT 2024 – JAN 2025

- Collaborated with coworkers to create 2D and 3D assets for VR.
- Modeled an avatar for VRChat.
- Textured props using procedurally generated textures.
- Illustrated 2D UV maps for avatar clothing in Procreate. Imported colored UV maps into Blender.
- Modified pre-existing assets by decimating poly count.
- Prepared models and assets for importation into Unity.
- Navigated technical challenges within Blender.
- Tracked project work utilizing Google Sheets.
- Maintained punctual attendance to weekly team meetings, ensuring project deadlines were met.
- Demonstrated a willingness to learn new skills within Blender.

3D ANIMATION MENTORSHIP

JULY 2024 – AUG 2024

- Worked one on one with professional 3D environmental artist, Ryan Griffin, Bit Reactor.
- Produced a stylized game-ready prop in the form of a fantasy sword.
- Developed two versions of prop, including a high-poly and low-poly model.
- Assimilated correct topology of modeled prop for game use.
- Constructed model using Blender.
- Fashioned prop textures in Adobe Substance Painter.
- Optimized prop presentation via exhibiting wireframe, normal map, roughness map, and base color map.

PROJECTS

SPELLDOWN

SPRING 2024

UMBC TEAM-BASED GAME DEVELOPMENT, LEAD 3D ARTIST

- Operated within a nine-member team to produce a 3D game in Unity, exercised excellent communication and interpersonal skills.
- Crafted 3D models of player and enemy.
- Rigged models for animation readiness.
- Animated several player/enemy movements, such as walking, turning, and attacking.
- Textured 3D environmental props via procedurally generated textures.
- Confirmed successful texture baking by importing props and textures into Unity.
- Visualized player mechanisms by illustrating UI, including spell attacks and health bars.
- Adapted to abrupt changes on team and dependably delivered products on time.

CHANGING OF THE SEASONS

SPRING 2024

UMBC MOTION GRAPHICS AND COMPOSITING

- Designed 12000x1500 canvas in Procreate, containing layers of trees, leaves, rocks, grass, and house.
- Created animations for character walking cycle.
- Colored four versions of character walking cycle to illustrate seasonal changes.
- Imported layered background and character animations into Adobe After Effects.
- Simulated three different particle systems within the Adobe After Effects file.
- Edited music from Freesound.org into post-production.