

Sean Lane

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ANIMATOR and CONCEPT ARTIST

Versatile, skilled artist with good process and technique in seeing projects from start to finish with a strong eye for producing creative, high quality, and original assets on teams or under art directors.

- Well versed in many animation styles such as frame by frame, tweening, and moving 3D rigs.
- Accomplished and highly skilled with traditional/digitized character designs, animation, storyboards, concept art, environments, lip synching, and creating textures.
- Proficient with Photoshop, 3ds Max, Flash, Premiere, Sound Forge, After Effects, and Illustrator
- Familiar with After Effects, Maya, PageMaker, and Dreamweaver.

PROFESSIONAL EXPERIENCE

ARTIST at PSYDRA (Remote from Boston, MA) 2010 - present

- Designing characters, mechanical elements, backgrounds, and other various art assets for web based RPG made with Action Script 3.0.
- Working and sharing with other team members through an online milestone tracker.

ANIMATOR and CONCEPT ARTIST at Archimage (Houston, TX) 2007 - 2010

- Designed characters and environments for educational and health related video games.
- Storyboarded many character animated and instructional shorts.
- Set up art assets and helped implement character animations for multiple video game projects made with Action Script 3.0 using a Subversion client.
- Worked with different team members on a variety of project types under deadlines while keeping track of and completing milestones.
- Did concept art for games, games, and websites with Photoshop, Illustrator, Flash, and 3DS Max.

STORYBOARD and CONCEPT ARTIST at Illusion Studio (Houston, TX) 2007 - 2009

- Fully storyboarded many projects for 3D animators to compose shots from.
- Concept art done for many designs as well as fashioning model sheets for 3D artists.
- Created many art assets for use in animation using traditional techniques as well as Photoshop.

ANIMATOR at Digital Energy Corp/Tricked Out Toons (Houston, TX) 2007

- Worked projects on a deadline for multiple clients such as Adcetera.
- Art and animation ranged from character to corporate product completed in Flash, After Effects, and 3DS Max.

PROJECTS

- **Family Eats** (Concept and Storyboard Artist) Baylor University/Illusion Studio
- **Squire's Quest 2** (Animator and Concept Artist) Baylor University/Archimage
- **Uncommon Scents Episodes 2 and 3** (Animator and Artist) Rice University/Archimage
- **Pyramid Pile-up** (Animator and Concept Artist) Playnormous/Archimage
- **Lunch Crunch 2** (Concept Artist) Playnormous/Archimage
- **Dark Scavenger** (Artist) PSYDRA Games

EDUCATIONAL BACKGROUND

Bachelor of Fine Arts in Media Art and Animation from the Art Institute of Houston

Focus - 3D modeling, life drawing, pencil animation and graphic design.

3.6/4.0 GPA maintained while working full time

Awards and Events

- Competed in the Cartoon Challenge at the Kalamazoo Animation Festival International Summer 2007 to create a PSA with a team of four
- Dean's Honor Roll, Merit Scholarship, 7th in 2004 Art Institute Academic Scholarship
- Best of Show at the Art Institute portfolio show for the fall 2007 graduating class