

ASTRID LONG

3D Character Animator

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(909) 892-8689 📞

Los Angeles, CA 📍

SKILLS & SOFTWARE

Animation

Maya • ToonBoom Harmony • UDMPAINT
Procreate Dream

Modeling

ZBrush

Creative

Substance Painter • Substance Designer
Unreal Engine
Premiere Pro • Photoshop • Procreate
SyncSketch

EDUCATION

ArtCenter College of Design - Pasadena, CA

Sep 2020 - April 2024

Bachelor of Science in Animation

Graduating with honors

AWARDS

ArtCenter Provost's List (2022 - 2024)

Achieving a GPA of 3.80 or higher

Cinematic European Film Festival (2023)

Recipient of the Best Animation Award for

The Gondolier

WORK EXPERIENCE

Visual Design Intern | The Hutong

Activity product designs • Feb 2019

- Collaborated with another intern and designed a series of hoodies and handbooks for a high school
- Designed an exclusive themed handbook cover for a high school

3D Animation Specialist | Brain Hack Magic

Counterclocking • May 2024

- Designed combat mechanics and sketched out interactive combat sequences and combos for game bosses
- Animated the combat, combos and entrances for game bosses and characters
- Iterated on combat designs and animation based on feedback and tested implementations in Unity

PROJECT EXPERIENCE

No Vacancy • Animator / Character Modeler

Academic Capstone Project • May 2023 - April 2024

- Animated multiple shots and pitched to industry judges for the greenlight process
- Modeled the main character in Zbrush and Maya
- Collaborated closely with concept, rigging, and animation teams to better the main character's rig and performance in acting

The Gondolier • Animator / 3D Layout / Prop Design

Academic Shorts Project • Jan 2022 - Sep 2022

- Animated shots in 2D and pitched to instructors for the green light process
- Created 3D models for the environment for layout and background reference
- Designed interactable props for the main characters

Painted World: Neo - Versailles • 3D Modeler

Academic Game Capstone Project • Sep 2022 - Dec 2022

- Modeled the main character in low poly using Zbrush and Maya
- Created modular kits and distributed them within the game world
- Created tileable texture for indoor and outdoor environment