



Lawrence Virrey

Character Artist/Illustrator

Lvirrey@gmail.com

650-430-5324

lawrencevirrey.com

Skills

Technical:

- Character Design
- Character Illustration
- Character Concept art
- Motion Graphics
- Line Art/Clean up
- Digital Celshade
- 2D Animation
- Video Editing
- Hard Surface Modeling

Software:

- Photoshop
- After Effects
- Premiere Pro
- Maya
- Clip Studio Paint

Experience

Harborsheen *Character Designer* 01/2017 - 03/2017

- Produced conceptual character design work for a production
- Finalize character designs and create clean and colored art
- Developed character model sheets for 3D modeling

"Continue?" *Animated Production* 10/2016 - 03/2017

- Featured in the International Short Film Festival of Detmold
- Character Designer for video game character, Lori
- 2D Texture art
- Composition, integrating 2D characters into 3D environment
- Drew, animated and edited the credit sequence

Education

The Art Institute of Las Vegas

Bachelor of Science in Media Arts and Animation 06/2017

- 3.40 Cumulative GPA
- President's Honor Roll for Winter 2017
- Dean's Honor Roll for Summer 2016, Fall 2016 and Spring 2017

Unrelated Work

Burlington Coat Factory *Cashier* 07/2013 - 05/2015

