

LUCIEN BEATRICE

SUMMARY Illustrator, animator, video game artist, concept artist, UX/UI artist, comic artist, and dungeon master with a BFA in Animation and Motion Media.

SKILLS & **TECHNICAL SKILLS**

ABILITIES Spine, Unity, Adobe Suite (Photoshop, Animate, After Effects, Premiere Pro, Illustrator, InDesign, Audition), Krita, Clip Studio, ToonBoom Harmony, Storyboard Pro

BUSINESS SKILLS

- Visual storytelling techniques in multiple mediums
- Extensive experience collaborating on creative projects
- Expert time management
- Consistent achievement of established goals
- Analysis and problem solving
- Entrepreneurial business development and management of multidisciplinary creative teams

EXPERIENCE **2D AND CONCEPT ARTIST, TILTED MILL**

May 2025-Present

- Concept art for characters, creatures, props, environments, and 2D elements.
- 2D generalist work including text, website design and marketing assets.
- Animations, video editing, and other motion media assets.

LEAD 2D ARTIST, ANIMATOR, AND CONCEPT ARTIST, RESOLUTE GAMES

June 2024-May 2025

- Concept art for characters, creatures, props, environments, and player equipment/accessories and turnarounds for 3D models.
- Concept and creation of 2D elements such as inventory icons, guild logos, and class symbols.
- 2D animation such as water VFX or spell VFX
- UI/UX design, mockups, and finished assets as well as implementation in game engine.
- Worldbuilding (maps, lore, history, npcs, monsters, fauna, etc.) and game design (cooking mini game, spellcasting mechanics, inventory system, character creation system, etc.).
- Capturing and editing in-game screenshots and video for marketing purposes.
- Website design and consultation and creation of website assets such as buttons.
- SFX design and implementation for monsters, combat, fishing, etc.

2D ARTIST AND ANIMATOR, INFINIGODS

May 2022-December 2022

- Started as a 3-month intern, offered freelance position.
- Created animations, character designs and illustrations for sale as NFTs.
- Designed logos and graphics and edited videos for marketing and digital use.

DIRECTOR, SHORT FILM, THE LITTLE PIRATEMAID

September 2022-May 2023

- Directed an independent short film, created concept art, character turnarounds, storyboards, animatics, backgrounds, six minutes of full animation (rough, clean, color, FX), sound effects, sound design, voice direction, and composition of finished animated short.
- Spotlight Award at A Show For Change Film Fest, Best of the Fest at Pride Film Fest, Best Picture at Screaming Ostrich Int. Film Fest, Rising Star Award at Open Gate Int. Film Fest, Outstanding Achievement in Animated Filmmaking at Access Film Fest.

ANIMATOR, ILLUSTRATOR, AND 2D ARTIST, FREELANCE

2018-Present

- Create animations, illustrations, marketing graphics, book layouts, and graphic design elements for organizations including Concord Teacakes, Very Big Comics, The Emotional Intelligence Institute, Rebecca Minor LICSW, Celebration Valley, and Sigil the Series.
- Official convention artist for PopCultAnimeCon since 2022.
- Provide art and animation direction for animated projects including Yama and Ultimate Mecha.
- Completed six successful Kickstarter campaigns, raising \$25,000 through pre-sales of original art and books.
- Sale of original art online and at convention booths across New England.

EDUCATION**B.F.A. ANIMATION AND MOTION MEDIA, LESLEY UNIVERSITY, CAMBRIDGE MA**

September 2020-May 2023

- Graduated Magna Cum Laude
- Creative Writing Minor
- Presidential Scholarship; Dean's List
- Finalist JoyArt Boston 2023 Game Art Competition

INTRO TO CONCEPT DESIGN, ART CENTER, LOS ANGELES CA (REMOTE)

May 2024-August 2024

PRODUCTION INTERN, WGBH

January-April 2023

- Reviewed progress for multiple animated children's TV shows.
- Created design concepts for graphics, marketing, and digital use.
- Organized data for character designs, prop designs, backgrounds, plot summaries, and cast and crew information.

REFERENCES**MACK FOX, LEAD ARTIST: RESOLUTE GAMES**

MackFoxOfficial@gmail.com

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PAUL NIRENBERG, LEAD DESIGNER: RESOLUTE GAMES

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MAT WILLOWS, CREATIVE DIRECTOR AND GAME DESIGNER: INFINIGODS

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