

LUCIEN BEATRICE

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

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 2D elements.
- UI/UX design and finished assets as well as implementation in game engine.
- Worldbuilding and game design as needed.

2D ARTIST AND ANIMATOR, INFINIGODS

May 2022-December 2022

DIRECTOR, SHORT FILM, THE LITTLE PIRATEMAID

September 2022-May 2023

- Received awards, shown in film festivals across the country

ANIMATOR, ILLUSTRATOR, AND 2D ARTIST, FREELANCE

2018-Present

- Animations, illustrations, graphics, layouts, and design for organizations including Concord Teacakes, Very Big Comics, The Emotional Intelligence Institute, Rebecca Minor LICSW, Celebration Valley, Sigil the Series, and PopCultAnimeCon.
- Art and animation direction for animated projects including Yama and Ultimate Mecha.
- Six successful Kickstarter campaigns, raising \$25,000 through pre-sales.

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

September 2020-May 2023

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

May 2024-August 2024

PRODUCTION INTERN, WGBH

January-April 2023

REFERENCES **MACK FOX**, LEAD ARTIST: RESOLUTE GAMES MACKFOXOFFICIAL@GMAIL.COM
PAUL NIRENBERG, LEAD DESIGNER: RESOLUTE GAMES PAULKNIRENBERG@GMAIL.COM
MAT WILLOWS, CREATIVE DIRECTOR AND GAME DESIGNER: INFINIGODS MAT.WILLOWS@GMAIL.COM