Lily Maloney

3D Animation, 3D Modeling, Programming

WORK EXPERIENCE

University of Florida | Lead Animator & Technical Artist
August 2024 - Present
- Rig Robot & Human models for use in Maya and Unity.
- Create animation states and gestures for body animation. Create shape keys for controlling facial expressions and mouth phoneme movement.
- Design and build state machines and animation controllers in Unity

University of Florida | Adjunct Lecturer
September 2023 – Present
- Facilitated teaching modeling, texturing, rendering, and animation through lectures and demonstrations.
- Held conferences with students to address questions and give feedback.

University of Florida | Academic Assistant
January 2025 – July 2025
- Facilitated teaching modeling, texturing, rendering, and animation through lectures and demonstrations.
- Held conferences with students to address questions and give feedback.

University of Florida | Lab Teaching Assistant
September 2021 – June 2023
- Assisted in labs regarding animation & C++ principles.
- Responsible for grading all assignments & maintaining the course shell.

EDUCATION

University of Florida - Gainesville, FL
Bachelor's in Digital Arts and Sciences, College of Engineering
August 2019 - May 2023 | GPA 3.93

PROJECTS AND AWARDS

Senior Project 3rd Runner Up
January 2023 - May 2023
- Programmed game design and created art assets
- Created and maintained deadlines amongst peers

Art Director | SwampHacks VIII & IX
September 2021 - Feb 2023
- Creating & maintaining website and merch design assets

11 Second Club Animation Competition, Top 20
November 2021

CONTACT

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LinkedIn

SOFTWARE

Maya

Blender

Premiere Pro

After Effects

Substance 3D

Unity

LANGUAGES

C++
C# AND C
Java
Javascript

SKILLS

Character Animation

Technical Animation

Teaching / Education

3D Modeling, UV/Texturing

Game Programming

Game Design

Illustration

Organization

Communication