



ABIGAIL LEHR

MIXED MEDIA ARTIST

 Boonsboro, MD

 (301)-660-1638

 lehr90811@gmail.com

 <https://lehrportfolio.art/>

SKILLS

Adobe Creative Cloud Suite

Microsoft Office

2D Illustration

2D Animation

3D Modeling

3D Rigging

Traditional Cel Animation

Autodesk Maya

Blender

Exceptional communication
and interpersonal skills

Adaptable

Dependable

Ambitious

Punctual

Problem solver

Works well with deadlines

Willingness to learn new skills

EDUCATION

BFA ANIMATION
University of Maryland,
Baltimore County
2021-2024
GPA 3.9
Magna Cum Laude with High
Distinction

PROFILE

I am a 2D and 3D artist/animator seeking an entry-level industry opportunity. I can conceptualize ideas into work projects. My communications skills have proven successful in team settings. Additionally, I can work independently and adeptly prioritize time management to meet deadlines. Above all, I am reliable and willing to work diligently to become a solid member of your company's team.

PROFESSIONAL EXPERIENCE

3D ANIMATION INTERNSHIP

SEPT 2024 – JAN 2025

Ferry Godmother Productions

- Collaborated with coworkers to create 2D and 3D assets for VR.
- Modeled an avatar for VRChat.
- Textured props using procedurally generated textures.
- Illustrated 2D UV maps for avatar clothing in Procreate. Colored UV maps were then imported into Blender.
- Modified pre-existing assets by decimating poly count.
- Prepared models and assets for importation into Unity.
- Tracked project work utilizing Google Sheets.
- Maintained punctual attendance to weekly team meetings, ensuring project deadlines were met.

3D ANIMATION MENTORSHIP

JULY 2024 – AUG 2024

- Worked one on one with professional 3D environmental artist, Ryan Griffin, Bit Reactor, to produce a stylized game-ready prop in the form of a fantasy sword.
- Developed two versions of prop, including a high-poly and low-poly model.
- Assimilated correct topology of modeled prop for game use.
- Constructed model using Blender.
- Fashioned prop textures in Adobe Substance Painter.
- Optimized prop presentation via exhibiting wireframe, normal map, roughness map, and base color map.

PROJECTS

SPELLDOWN

SPRING 2024

UMBC TEAM-BASED GAME DEVELOPMENT, LEAD 3D ARTIST

- Operated within a nine-member team to produce a 3D game in Unity.
- Crafted 3D models of player and enemy.
- Rigged models for animation readiness.
- Animated several player/enemy movements, such as walking, turning, and attacking.
- Textured 3D environmental props via procedurally generated textures.
- Confirmed successful texture baking by importing props and textures into Unity.
- Visualized player mechanisms by illustrating UI, including spell attacks and health bars.

CHANGING OF THE SEASONS

SPRING 2024

UMBC MOTION GRAPHICS AND COMPOSITING

- Designed 12000x1500 canvas in Procreate, containing layers of trees, leaves, rocks, grass, and house.
- Created animations for character walking cycle.
- Colored four versions of character walking cycle to illustrate seasonal changes.
- Imported layered background and character animations into Adobe After Effects.
- Simulated three different particle systems within the Adobe After Effects file.

CHARACTER CHOREOGRAPHY
UMBC ADVANCED CHARACTER ANIMATION

SPRING 2024

- Partnered with peer to render a 2D and 3D animation.
- Storyboarded animation premise with partner for conciseness.
- Sketched 2D character animation with full lip-sync and body motion.
- Cleaned up rough animation and colored character.
- Modeled simplistic 3D props.
- Inserted transparent image sequences of 2D and 3D characters into Adobe After Effects for compositing.
- Recorded and edited audio for final animation.

STOP-MOTION ANIMATION
UMBC ANIMATION IN THE PHYSICAL WORLD

FALL 2023

- Functioned on team of three wherein every member was responsible for creating and animating a puppet.
- Built a harpy puppet from wire, foam, string, paper, painting tape, cloth, and clay. Details on puppet face were made via markers and ink pens.
- Conceptualized art for two environment settings: whimsical forest and dark cavern.
- Assisted in the creation of sets and lighting. Sets were composed of foam, paper, and cardboard.
- Captured footage when not animating the harpy puppet.
- Participated in post-production edits to include sound design, text additions, and minor visual revisions.

GAME OVER: THE ANOMALY
UMBC ADVANCED 3D COMPUTER ANIMATION

FALL 2023

- Developed low-poly barn environment in Autodesk Maya with fencing, grass, trees, barn, clouds and a sky via the Skydome feature.
- Modeled, textured and rigged all characters which included low-poly human and a semi-realistic cat.
- Coordinated camera movement, character, and environmental change animations in Autodesk Maya.
- Illustrated 2D assets to be animated in Adobe Premiere Pro.
- Composited and conducted final edits in Adobe Premiere Pro.
- Incorporated sounds and music from Freesound.org.

COURSES

- Advanced 3D Computer Animation
- Animation in the Physical World
- Motion Graphics and Compositing
- Advanced Topics in Animation: Advanced Character Animation
- Team-Based Game Development

EXTRACURRICULARS

- German Club, UMBC Treasurer
- Outdoor Recreation Club, UMBC
- Women's Club Lacrosse, UMBC
- Game Developers Club, UMBC