

CARLOTTA ALBASIO

2D ANIMATOR



PROFILE



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www.carlialbasio.com



Bilingual: Italian-English

I'm an animation artist in mobile gaming and I specialize in traditional 2D character animation. I'm reliable with meeting deadlines and receptive to feedback.

I'm hard working, a fast learner and I have an in-depth knowledge of the animation pipeline. I'm looking for a creative production environment where I can continue developing my animation skills.



EMPLOYMENT

IGT lottery (June 2021- present)

Animation Artist

Responsibilities

- Actively participates in meetings with my team to create new themes and high-quality games
- Plan visual choreography and timings in After Effects to display a game's workflow before it can go into development stage
- Refine a full animation list in Excell for each game, to facilitate communication between the animator and the game developer
- Utilise multiple tools and software to bring the visuals to life and add special effects to enhance the overall look of the project
- Playtest my team's games to improve upon them and find any details that might need changes



SOFTWARE



SKILLS

- Character Animation
- Game Animation
- Visual Effects
- Digital art
- Project Management



EDUCATION

BA (HONS) Animation and Visual Effects (2018-2021) with Honour

Falmouth University, Falmouth, Cornwall

Academic Achievements

- Graduated with First Class
- Received "Le Skull D'or" (student award for excellence)



STUDENT PROJECTS

Growing up at Greenham (2019)

Animated short film for Scary Little Girls theatre company

Responsibilities

Producer, Animation Director, Storyboard Artist, Character Designer