

ALLY HENLEIN

3D ANIMATOR & ARTIST

SOFTWARE

- MAYA
- PHOTOSHOP
- AFTER EFFECTS
- ADOBE ANIMATE
- SUBSTANCE PAINTER
- UNITY
- MICROSOFT SUITE

PROFESSIONAL SKILLS

- 2D & 3D ANIMATION
- 3D MODELING
- CINEMATOGRAPHY
- DIGITAL PAINTING
- TEXTURING
- STORYBOARDING
- RIGGING
- VFX
- VIDEO EDITING

PERSONAL SKILLS

- SELF-INITIATIVE
- COLLABORATION
- CREATIVITY
- TIME-MANAGEMENT
- PROBLEM-SOLVING
- CRITICAL THINKING
- STRONG WORK ETHIC

CONTACT

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SOCIAL

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allysoh.artstation.com

EXPERIENCE

ASSOCIATE ANIMATOR

Treyarch | Full-time | September 2022 - Present

CINEMATIC ANIMATION INTERN

Treyarch | Internship | May 2022 – August 2022

ANIMATION MENTEE

Women In Animation | Mentorship | September 2021 – December 2020

- Mentorship Circles Program

ANIMATOR & ARTIST

Online Commissions | Remote | December 2020 – May 2022

- Modeling, rigging, & animation of 3D characters
- Digital Painting
- Animated/still emotes, full screen graphics, icons, overlays, and logos for Twitch streamers

LEVEL DESIGN INTERN

Space Dwarves Entertainment | Remote | May 2020 – August 2020

- Designed and developed levels based upon text/verbal descriptions, existing assets and artwork
 - Collaborated with level design and story teams to create and polish game play experiences within levels
 - Modeled and textured in-game level terrain and implemented game-ready assets for architectural and organic environments
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EDUCATION

BACHELOR OF FINE ART, DIGITAL ARTS

Bowling Green State University | Bowling Green, OH | Graduated May 2021
GPA 3.9 | Dean's List | Summa Cum Laude

AWARDS & FESTIVALS

SOUNDPEDRO SOUND ART FESTIVAL | 2021

DIGITAL IMAGING HONORABLE MENTION AWARD | 2020

Undergraduate Exhibition | Bowling Green State University

BRAVO TALENT AWARD | 2017 - 2021

Bowling Green State University