Lauren Ambry
2D Animator

Contact:

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Profile:

A passionate illustrator & animator with strong technical skills and a deep understanding of the animation process/pipeline.

My heart lies in telling plot and character driven stories through 2D animation.

I build deep and effective relationships in creative teams and inspire people with my drive, passion and humour.

Software:

TV Paint
Clip Studio Paint
Adobe suite: After Effects, Animate, Photoshop, Audition
Toonboom: Harmony / Storyboard Pro
Autodesk: Maya
GarageBand

References:

On request

Education & Training:

2019-2022: RMIT University
Bachelor of Animation & Interactive Media (with Distinction)

2022: Princess Bento Studio
Toon Boom Harmony Intensive Training

Experience:

'Heathens' Pilot, Studio Psycho: 2023 - Present
Pre-production - animation tests.
Production - Lead Creature Animator

Video game (NDA) , Sondering Studio: June - August 2023
Rough Animator - Character assets

Power Paladin 'Creatures of the night',
Atomic Fire Records/RMIT: 2021
Co-Director, Prop Designer, Lead Animator, Compositor

Assistant Animator:

Tankard, 'Beerbarians' Nuclear Blast Records: 2022

Wolfchant, '70,000 tonnes of metal' Napalm Records: 2020

Alestorm, 'Sh*t Boat' Napalm Records: 2019

Student Graduate Films, RMIT/SVA: 2019-23

Skills:
2D rigged animation
Directing
Project management
Plot development & scripting
Visual development
Character & prop design

Storyboarding
Background art
Compositing
Entry level rigging
(Toonboom and Adobe Animate)
Sound design