

Lance Terpstra

3D Character Animator

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Showreel: GingerAnimation.com

EDUCATION

Huntington University, Huntington, IN
Bachelor of Arts in Digital Media Arts – Animation
Graduated: May 2017
GPA: 3.7/4.0

RELEVANT EXPERIENCE

iD Tech Camp Instructor, Purdue University and Bentley University: Summer 2017

- Taught 13 to 17 year-olds to use Maya and the Unreal Engine
- Guided and encouraged student's personal game development

Animation Intern, Sound Ideas Marketing Partners: January 2017

- Was tasked with editing both the visuals and audio for an advertisement which had been translated into 5 new languages.

Presented at the Academic Research Forum: Spring 2016

- Taught professors and students from different fields of study how video games are made.
- During the presentation I showed not only the step by step process of modeling a character, rigging and texturing the character, and looping the animation, but also how those animation cycles are used to make a controllable character.

Worked as a freelance character animator for a gaming entrepreneur: Summer 2015

- Created animation cycles included idle, walking, jogging, and running animations which he hopes to eventually use in his video game.

SOFTWARE EXPERIENCE

- Autodesk Maya
 - Animation
 - Modeling
 - Lighting
 - Rigging
 - Texturing
- Unreal Engine
- Cinema 4D
- Z Brush
- Keyshot
- Adobe Creative Suite
- Microsoft Office

ACHIEVEMENTS

Advertising Federation Best of Show - Nontraditional Advertising (2017)

Advertising Federation Gold Award - Video Campaign (2016)

Named on Huntington University's Dean's List (2013-2017)

REFERENCES

Available upon request.