

LAHELA SCHOESSLER

Bellevue, Washington

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Artist & Animator

Highly qualified lead character animator with extensive experience in applying skill to translate art director & creative director visions into strategies that exceed expectations. Skilled in maximizing resources, value, and efficiency. Excellent artist with computer animation, illustration, and management skills. Innovative thinker with a keen ability to build productive relationships.

Outsource Management Relations | Character Animation | Illustration | Game Development

GAME DEVELOPMENT EXPERIENCE

First Strike Games, Bellevue Lead Animator

2017- present

- Currently working on unannounced title.
- Creates character animation and manages team of animators and technical animator.
- Develops animation pipeline alongside technical animator.
- Character implementation with Unreal Engine 4.
- Works alongside Directors, Designers, Concept and Engineers to develop a high quality product.
- Assists with character concept art.

Disney Interactive Studios, Bellevue Animator (Interim Lead)

2013-2016

- Created games for social and mobile titles in Unity.
- Managed in-house and outsource animation groups and helped with animation pipeline building process.
- Determined full body animation; developed review process to maintained animation style.
- Character in game implementation with Unity and proprietary tools.
- Shipped Marvel Avenger's Alliance Tactics and Marvel Avenger's Alliance 2.

Disney Interactive-Junction Point Studios Animator

2009-2013

- Created animation assets for AI and NPC characters; created storyboards, layout, and animation.
- Worked console games for Wii, Xbox360 and PS4.
- Supported event promotion such as PAX, E3, and Gamescom.
- Closely worked with outsourcing studio, directors, and senior designers to create 2d cinematics.
- Successfully shipped: Disney's Epic Mickey; Disney's Epic Mickey 2: The Power of Two.
- Developed concept design for Animatronic Daisy and Animatronic Donald.

Laika House Junior Animator

2008-2009

- Closely worked on animation, lighting, and texture painting for commercial spots, and game cinematics.
- Projects include clients such as: M&Ms, Mini Wheats, Honey Nut Cheerios, Ubisoft, Raving Rabbids, and Airtight Games Dark Void.

ILLUSTRATION EXPERIENCE

Swing Shorts: Stories and Wonders
Tam Francis / Plum Creek Publishing

2018

- Created cover illustration.
- Worked alongside author.

Pacific Monsters Vol 4
Multiple Authors / Fox Spirit Books

2017

- Created Illustration for short story "From The Womb of the Land, Our Bone Entwined", "Mudgerwookee" & "Dropbear"
- Worked alongside producer to understand the intentions of writers for each piece.

The Art of Epic Mickey
Austin Grossman / Disney Editions

2011

- Worked alongside Art Director and Creative Director to create the look of Animatronic Daisy and Donald.
- Concept piece for Animatronic Daisy published in this book.

EDUCATION

Bachelor of Fine Arts – Computer Animation, Ringling College of Art and Design
Associates Degree - Computer Animation, Art Institute of Seattle
Animation Mentor- Creature Workshop

PROFESSIONAL DEVELOPMENT & TECHNICAL SKILLS

Autodesk Maya; Autodesk 3dsMax; Unreal Engine 4; Unity 3d; Adobe Photoshop; Procreate; Adobe Illustrator; Adobe Flash; Adobe Premiere; Camtasia; Trello; Jira Documentation; Life Drawing; Pen & Ink; Watercolor