

Lillian Mitchell

3D Generalist and Motion Designer

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EXPERTISE

- Visual Design
- 2D + 3D Animation
- Motion Graphics
- 3D Modeling + Rigging

SOFTWARE PROFICIENCIES

Adobe Suite, Maya, Cinema 4D, Blender, Unreal Engine, Toon Boom Harmony

EXPERIENCE

Pittsburgh Penguins, Pittsburgh, PA

Motion Graphics - *Part Time*

June 2025 - Present

- Design and animate weekly live presentation graphics based on desired outcomes, broadcast on Jumbotron in-game
- Highlights include art deco casino night themed animation recognized by administration for its depth

Point Park University Esports, Pittsburgh, PA

Graphics

2023 - 2025

- Weekly social media (Instagram) announcement posts for broadcasting games streamed through Twitch with announcements of team achievements and scheduled games
- Animated transitions between shots and created game overlays with motion graphics/design

Video Game Animation Asset Creation

Jan 2026 - Present

- Creating sets of character animations and implementing into Unreal Engine

Freelance Artist, Lancaster, PA & Pittsburgh, PA

Independent Commissions

2018 - Present

- 2D Artwork; 20+ commissions completed
- Editor, sound designer, and background artist for client video; 3+ commissions completed
- 3D Modeling and Animation; 5+ commissions completed

EDUCATION

BFA in Animation, Point Park University, Pittsburgh, PA, 2026

AWARDS

"No Excuses Youth Traffic Safety Billboard Design Contest" First place winner 2020

Lancaster County Young Artists Admitted into 2017 exhibit