



Celina Lilliedahl

Wøldike

3D & Mocap Animator

I am a Junior Animator, who focuses on 3D feature & game animation - with a keen interest in exploring new techniques and technologies in motion capture.

Experience

Game Demo - The Walls Have Eyes (2024 - Ongoing)

The Animation Workshop

Animation Lead, Mocap Animator, Level Design, Mocap Actor

- Used motion capture to record realistic character movements.
- Polished motion capture data for smooth, natural animations.
- Performed character movements for motion capture sessions.
- Worked with animation and art teams to design levels supporting gameplay and story.
- Created character animations independently.
- Ensured animations matched game's visual style and narrative.

2D Episode Short Film - Kimchi Princess (2023)

Den Danske Filmskole

Assistant Director (TAW), 2D Animator, Background Artist

- Worked closely with the director and team to achieve the project's vision.
- Designed and implemented 2D effects.
- Created 2D character animations.
- Designed backgrounds to set the film's mood.

3D Commercial Short Film - Sonder (2022 - 2023)

Viborg Animation Festival

Art Director, 3D Animator, Background Artist, Character Designer

- Directed the overall visual style and aesthetic of the commercial short film.
- Oversaw the art team to ensure consistency and coherence in the visuals.
- Collaborated with the director and production team to align the visual style with the project's objectives.
- Created concept art and character sketches to guide the modeling and animation process.
- Designed and rendered backgrounds to establish the setting and atmosphere.
- Collaborated with the art team to maintain visual consistency throughout the film.

2D Short-Short Film - Spot On (2022)

The Animation Workshop

2D Animator, Character Design, Background Artist

- Designed and developed the appearance and personalities of the characters.
- Created concept art and character sketches to guide the animation process.
- Designed and illustrated backgrounds to establish the setting and atmosphere.
- Created character animations.

Education (relevant)

2021 - 2025

Bachelor in Animation - Character Animation
The Animation Workshop (TAW)

2019 - 2020

Course in classical drawing
The Drawing Academy (TDA)

Contact

Phone

45+ 42617436

Email

celinalw.portfolio@gmail.com

Portfolio

<https://www.celinalw-portfolio.com>

LinkedIn

<www.linkedin.com/in/celina-lilliedahl-84817316b>

Software & Skillset

Autodesk Maya

TVPaint

Blender

Unreal Engine

ToonBoom

Photoshop

3D & 2D Animation

Mocap Editing & Cleanup

Knowledge of Optical Motion System

Language(s)

English (Fluent)

Danish (Native)

French (Beginner)

Interests

Gaming

Painting

Movies

Reading

Fitness (volleyball, running, kayaking)