

Lucilla Harris – 3D Generalist/ Animator/ Game Artist

Website: <https://www.lucillaharrisarts.com>

Based in East London

I am a graduate 3D generalist who studied at the University of the Arts London. Obsessed with gaming and gaming cinematics. I am passionate that videogames make the world a better place and bring people together from all different places, making everyone happier for it. It's what it did for me and my purpose is to help give back what it gave me.

I have over created over 20 different characters for VR Chat with full working rigs, textures and animations to a very high standard. As well as 10 different 3D projects including using UEs VR, Cinematic Realtime rendering and Game modes. I can effectively use industry tools all at very high levels to create unique 3D characters and visuals for games and cinematics, creating amazing experiences for viewers/players.

I am a fast learner, integrating into any development or art team, with a positive optimistic perspective that I have demonstrated on all of my 10 different university projects and Global Game Jam group. I thrive when surrounded by like-minded, passionate, enthusiastic and talented people, constantly looking to learn and improve my technical abilities and skills to make better art and games, to make the best games possible.

WORK EXPERIENCE

MAR 2026 – CURRENT

3D ANIMATOR, 1408 GAMES STUDIO, KENT

For this role, I am responsible for creating animations and cinematics for their game R.E.C. Using Unreal Engine and metahuman to animate characters and cameras, to create compelling story telling and interesting characters, using animation and cameras to help tell a person's story.

JAN 2025 – MAR 2026

FREELANCE 3D GENERALIST, LONDON

Part of a small team of creatives working with clients on advertisement and music videos by going through the whole Animation pipeline with them. Creating Models, assets, Cinematics or 3D printable assets for different tasks.

MAY 2020 – JULY 2020

VRCHAT AVATAR CREATOR, FIVERR FREELANCE

Working with clients to create 3D characters rigged for motion capture using Unity and Blender. Modelling, Texturing, Rigging and installing motion capture controls fit for VRChat's game engine, getting feedback from clients to make sure they are happy or make changes.

JULY 2023 – CURRENT

MANAGER/ SHIFT LEAD, COLLIER ROW CATHOLIC CLUB

Responsible for staff schedule, accepting deliveries, telephone calls, memberships, technical issues and more. Meeting lots of people from different working backgrounds and dealing with different customers in high-tension situations. Works well under pressure and am reliable. I am constantly learning and going on courses provided by Greene King to increase my knowledge and expertise.

EDUCATION

October 2020 – JULY 2023

BA (HONS) ANIMATION, UNIVERISTY OF THE ARTS LONDON

I completed each animation projects to a high regard, gaining valuable pipeline and industry knowledge as well as learning different software. Worked with Rockstar on their Education Program for 3 months in character design for games. Finished my course with an Upper Second Class.

SEPTEMBER 2024 – DECEMBER 2025

MA 3D COMPUTER ANIMATION, UNIVERISTY OF THE ARTS LONDON

Decided to go back to continue my studies in 3D animation where I increased my technical animation skills in character animation and Unreal Engine to a very high level, learning from industry professionals. Acquired a Merit.

ADOBE AFTER EFFECTS 7.0 PROFESSIONAL CERTIFICATE, UNIVERSITY OF THE ARTS LONDON

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SEPTEMBER 2016 – MARCH 2020

GCSE & A-LEVELS, SACRED HEART OF MARY GIRLS' SCHOOL

2 A Levels: Film Studies (B), Fine Art and Design – (A)

1 Extended Certificate: Level 3 Extended Certificate in Applied Science – (Merit)

GCSEs: 1 (8), 1(B), 2(6), 3 (5), 1 (4) Including: Maths, English Language, Fine Art and Computer Science.

TECHNICAL SKILLS

Technical Skill	Best Project(s) representing that skill
Character Creation	<i>CROWNLESS; The Last Grimm Tale; Ahsoka; VRChat Models, ROCKSTAR Education Project</i>
Character/ Creature Animation	<i>2026 Showreel; Passing Through; The Last Grimm Tale</i>
3D Asset Creation / World Creation	<i>CROWNLESS; Old Oasis; The Last Grimm Tale, ROCKSTAR Education Project</i>
Motion Capture/ Motion Capture Cleanup	<i>The Last Grimm Tale; Passing Through; 1408 Game Studios</i>
Unreal Engine	<i>CROWNLESS; Passing Through; Old Oasis, The Last Grimm Tale, Global Game Jam 2023</i>
Lighting and Cinematics	<i>CROWNLESS; Passing Through; Old Oasis</i>
Story Development	<i>All Projects</i>
Video Editing	<i>CROWNLESS, TikTok Social Media, YouTube, Global Game Jam 2023</i>

Projects can be found using the links below:

University Blog Page: <https://lucyharrisma3dca.myblog.arts.ac.uk>

Website: <https://www.lucillaharrisarts.com>

Artstation: <https://www.artstation.com/luckylightarts>

YouTube: <https://www.youtube.com/@luckylightarts>

NOTABLE ACHIEVEMENTS

NOVEMBER 2024 – DECEMBER 2025

MA 3D COMPUTER ANIMATION COURSE REPRESENTATIVE, UNIVERSITY OF THE ARTS LONDON

Nominated as one of the course representatives, attending meetings, pushing for new technologies and partnerships.

Outings to different studios and conventions.

NOVEMBER 2019

MARGARET OLLINGTON ART ACHIEVEMENT AWARD, SACRED HEART OF MARY GIRLS' SCHOOL

For unwavering support of the school art department, commitment to helping others and living and breathing art within the school.

HOBBIES AND INTERESTS

In my free time, I make costumes (cosplay) for competitions at comic conventions. I won Judges choice with 'The Witness' from Destiny 2 in October 2024. I have cosplayed in over 10 costumes, having made 3 from complete scratch, which I am very proud of each. It helps me better understand the characters I make to see if they would be realistic to make in real life, about different fabrics for texturing and FX. If you couldn't tell, I'm a gamer. I mainly play cozy games but my passion for Overwatch is unmatched. I love playing different kinds of games too to help me understand interesting and unique game mechanics.

I am a registered Scout Leader for 4th Collier Row Scout Group, having completed all my training and passed a DBS check. I enjoy leading camps and badge activities and being in different environments. I also enjoy going to the gym.

I also love driving around the country. I can play the guitar and LOOOOVE a bit of Karaoke! I play DND 3 Nights a week every fortnight and enjoy writing/creating complex characters to play as.

In the background, my friend and I are working on a video game using Unreal Engine and Perforce for the UE Server on a game from our little studio called Care-Home Chaos, where I'm in charge of the project regarding allocating tasks for the programmers and artists, as well as doing character creation, animation and level design all at once. It's very fun and I love the process and I am looking forward to the project being playable to the public.

REFERENCES

KEVIN COLE, COLLIER ROW CATHOLIC CLUB DIRECTOR (DIRECTOR)

Email: cole460@btinternet.com

SAM ROE, BA 3D ANIMATION PATHWAY TUTOR

Email: s.roe@lcc.arts.ac.uk

GEORGE TOOMBES, LEAD ARTIST/ANIMATOR ON TAILS OF FATE – MA 3D COMPUTER ANIMATION TUTOR

Email: georgetoombes@gmail.com

CALEB MORRIS, SECOND WIND STUDIOS – CO-WRITER

Email: caleb.morris1122@gmail.com

JACK VENN, 1408 STUDIOS – CEO/ CREATIVE DIRECTOR

Email: teams@1408studios.com