



ASHLEY FARLOW ANIMATOR // ARTIST

New York, New York

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www.ashleyfarlow.com

ABOUT ASHLEY:

Animator and Artist with over 7+ years of game and commercial industry experience. Motivated creative who specializes in problem solving, team collaboration and execution when it comes to artistic and technical tasks.

EDUCATION

Savannah College of
Art and Design

2010 - 2014

BFA in Animation
Magna Cum Laude

SKILLS // PROGRAM KNOWLEDGE

- 3D Animation
- 2D Animation
- Rigging
- Texturing
- Surfacing
- Modeling
- Illustration
- Art Direction
- Concepting
- VFX Animation
- Autodesk Maya
- Unity
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Substance Painter
- Z-brush
- Marmoset Toolbag
- Github
- SourceTree

INTERPERSONAL SKILLS

- Team Management
- Problem Solving
- Communication
- Organization
- Project Management
- Motivator
- Always seeking growth
- Quick Learner
- Team Player

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EXPERIENCE



DOTS // February 2017 - Present

Lead 3D Animator // Lead 3D Artist : April 2021- Present

- Lead on the 3D Art team on new games division. Managed and collaborated with the team to produce over 50+ 3D animated characters and over 300+ unique and performant assets for mobile.

- Grew the 3D department at Dots from just one person into a robust team of modelers, technical artists and animators.

- Responsible for art direction, project scheduling, problem solving, interviewing, hiring and fostering talent, clear communication of deliverables, concepting, art direction, animation,

Technical Artist // February 2017- March 2021

- First 3D artist at Dots. Developed pipelines, techniques, and contributed to shader/engine work to achieve desired look on project *Wilds*, a RPG puzzle based mobile game.

- Worked closely with concept artist to design, model, texture, rig, animate and implement all 3D art into Unity. Also designed and implemented particle effects and VFX in Unity for mobile.

- Transitioned into 3D/2D artist for New Games team. Responsibilities included 2D rigging and animation in Spine, 2D concepting, art direction, 3D modeling, rigging, texturing, animation and implementation.

Katapult.

Katapult. // November 2015 - February 2017

3D Animator // Generalist

- One of two artists responsible for designing, modeling, rigging, surfacing/texturing, animating and packaging characters for Unity based indie PC game, *CHKN*.

- Assets had to be performant and interplay with each other through player customization.

TANK&BEAR

Tank & Bear // January 2015 - November 2015

3D Animator // Generalist

- Sole 3D animator/artist on small start-up team responsible for technical art direction and development of performant IOS/Apple Watch assets.

- Responsibilities included 3D and 2D animation, rigging, modeling, texturing, compositing and particle effects for mobile.



Imaginary Forces

Imaginary Forces // October 2014 - December 2014

Freelance 2D Animator

- Worked in Adobe After Effects to develop appealing and universally useable 2D animations for Google's *Androidify* promotional kinematic game.

- The interactive game was experienced during the grand opening of the world's largest digital screen based in Times Square by thousands of people.

PASSION®

Passion Pictures NYC // June 2014 - October 2014

3D Animator // Generalist

- Intern who quickly transitioned to Freelance Animator. Collaborated on the technical and artistic process and execution of 2D, 3D, stop motion, live action, Pre-Vis and conceptual work on projects for clients such as: *Yakult*, *ABC*, *Coca-Cola*, and *Verison*.