

Lance Terpstra

Animator

Email: Lance@GingerAnimation.com | Showreel: [Vimeo.com/638175221](https://vimeo.com/638175221)

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EDUCATION

Animation Mentor School

- Core Character Animation Courses - Graduated December 2021
- Game Animation Fundamentals Workshop - Completed May 2022
- Creature Locomotion Workshop - Completed March 2022

Huntington University, Huntington, IN

- Bachelor of Arts in Digital Media Arts, Animation - Graduated May 2017

RELEVANT EXPERIENCE

Animation Mentor Peer Buddy: Summer and Fall 2021

- Assisted students with weekly work reviews & feedback
- Created a space where they felt comfortable asking questions.

iD Tech Camp Instructor, Purdue University and Bentley University: Summer 2017

- Taught teenagers how to use Maya & Unreal Engine
- Guided and encouraged their personal game development

Animation Intern, Sound Ideas Marketing Partners: January 2017

- Was tasked with editing both the visuals and audio for an advertisement which had been translated into 5 new languages.

Worked as a freelance character animator for a gaming entrepreneur: Summer 2015

- Created animation cycles including idle, walking, jogging, and running animations which he hoped to eventually use in his video game.

SOFTWARE EXPERIENCE

- Autodesk Maya
 - Animation
 - Modeling
 - Lighting
 - Rigging
 - Texturing
- Unreal Engine
- Cinema 4D
- Z Brush
- Keyshot
- Adobe Creative Suite
- Microsoft Office

ACHIEVEMENTS

Student work selected to be included in this year's Animation Mentor 2022 Student Showcase reel, coming out later this year. (The reels come out late in the year, during the winter months)

Advertising Federation Best of Show - Nontraditional Advertising (2017)

REFERENCES

Available upon request.