



## CELINA LILLIEDAHL WØLDIKE

3D & MOCAP ANIMATOR

45+ 42617436

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### LINKS

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

LinkedIn:  
[www.linkedin.com/in/celina-lilliedahl](https://www.linkedin.com/in/celina-lilliedahl)

### SKILLS

Autodesk Maya  
Unreal Engine  
3D Animation  
Motion Builder  
2D Animation  
After Effects  
Photoshop  
TVPaint  
Motion capture cleanup  
Visual Storytelling  
Knowledge of Optical Motion System

### LANGUAGES

English  
Danish  
French

## ABOUT ME

I am a recent graduate in Character Animation, specializing in 3D animation and motion capture. I have experience with Unreal Engine and Maya, as well as the pipelines for games and films. As an animator, I am very detail-oriented, and I really enjoy working in collaborative environments. One of my professional goals is to work on AAA games and films like the ones that inspired me growing up.

## WORK EXPERIENCE

### GAME ANIMATOR, INTERN

ONE CUT GAMES  
OCT 2024 - PRESENT

- Created 3D animations for a roguelite game in Unreal Engine.
- Helped refine the animation pipeline for the studio.
- Collaborated closely with designers and CG artists to integrate animation seamlessly.

### ANIMATION LEAD, MOCAP ANIMATOR & ACTOR, LEVEL DESIGN

THE ANIMATION WORKSHOP

JAN 2024 - JUN 2024

- Directed motion capture sessions with multiple actors.
- Operated Optical Motion Capture System to record movements.
- Polished motion capture data for realistic animations.
- Collaborated to align animations with visual style and story.
- Contributed as an actor and in cinematic storytelling efforts.

### ASSISTENT DIRECTOR, 2D ANIMATOR, LAYOUT ARTIST

DEN DANSKE FILMSKOLE

OCT 2023 - DEC 2023

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

### ART DIRECTOR, 3D ANIMATOR, BACKGROUND ARTIST, CHARACTER DESIGNER

VIBORG ANIMATION FESTIVAL

DEC 2022 - MAY 2023

- Directed the visual direction for the commercial short film.
- Developed concept art to enhance the design process.
- Collaborated with the art team to maintain visual consistency throughout the film.
- Produced 3D animations for bi- and quadruped characters.

## EDUCATION

### BACHELOR IN ANIMATION - CHARACTER ANIMATION

THE ANIMATION WORKSHOP (TAW)

2025

### COURSE IN CLASSICAL DRAWING

THE DRAWING ACADEMY (TDA)

2020