

## **Lily B. Slater**

*Designer/Project Manager*

**Email:** [lilylater@lilymadeit.com](mailto:lilylater@lilymadeit.com)

**Website:** [www.lilymadeit.com](http://www.lilymadeit.com)

**Date of Birth:** 4 April 1980

**Nationality:** United States of America

Designer/Project Manager that works with, and for team projects towards the development of concepts into engaging visualizations; with a creative and artistic combination that demonstrates savvy design skills and persuasive communication with over six years of experience.

### **EDUCATION**

**1999 – 2003**

#### **Savannah College of Art and Design**

Savannah, Georgia, USA

Final Grade Point Average in the School of Digital Film and Media: 3.6 (out of possible 4)

Bachelor of Fine Arts Awarded, March 2003

### **EXPERIENCE**

**1998 – 2003**

#### **Angle Incorporated; Springfield, Virginia, USA**

*Junior Engineer/3D Modeler*

- Worked on the team to develop 3D surface models of Guided Missile Destroyer (DDG) hull 69. Modeling consisted of deriving 3D models of surface, and exterior equipment of a naval destroyer from ship plans, and photographs; modeled interior equipment, and rooms.
- Worked on the team to develop 3D surface models of DDG hull 72. Modeling consisted of deriving 3D models of surface, and exterior equipment of a naval destroyer from ship plans, and photographs; modeled interior equipment, and rooms.
- Worked on the team to develop 3D surface models of DDG hull 89. Modeling consisted of deriving 3D models of surface, and exterior equipment of a naval destroyer from ship plans, and photographs; modeled interior equipment, and rooms.

**2003 – 2005**

#### **Angle Incorporated; Springfield, Virginia, USA**

*Senior Modeler/Designer*

- Developed 3D environment for RoseTel video-conferencing classroom layout.
- Worked on the team to develop 3D surface models of DDG hull 92, this model had approximately 1 million faces and was modeled within 0.254 cm. This particular model is still regarded as the most detailed surface model of a DDG to ever be created.
- Assisted in recruitment process by gathering information on prospective employees, which led to the hire of three employees.
- Worked as design point of contact (POC) with team to provide promotional graphics of the Littoral Combat Ship (LCS) for Lockheed Martin from Winter 2003 to Spring 2004:

- Prepared initial statement of work for LCS flipbooks.
  - Managed flipbook design, print, and assembly.
  - Worked with design team on concept development and shot layouts for the LCS animation.
  - Created storyboards as a pre-visualization tool for client.
  - Created initial Animatic for RMS shots on the LCS.
  - Created 3D dioramas of interiors of LCS and assembled a foldout of the ship.
- Created composited still-shots of DDG 92 in real world environments.
  - Designed mockups for local websites in Virginia for prospective clients.
  - Contributed to the development of internal company marketing tools: designed tri-folds, cover letters, postcards, CD/DVD labels, brochures.
  - Designed, managed, and maintained the development of custom-made company portfolio; which showcased print work, created for clients.
  - Managed branding, printing and product packaging.
  - Developed proposal packages for Lighthouse Reality, National Geographic.
  - Created Angle marketing PDF documents to illustrate the company's Digital Art and animation process.
  - Worked as design point of contact to provide initial design composites for Northrop Grumman of the DDG X.

**2005 – May 2007**

**Angle Incorporated; Springfield, Virginia, USA**  
*Senior Designer/Project Manager*

- Assisted in recruitment process by gathering information on prospective employees, which led to the hire of four employees.
- Worked as design POC to manage the development of composites for Northrop Grumman of the DDG 1000. Reference: [http://legacy.ddxone.com/media/print/05/RN\\_JULY05.jpg](http://legacy.ddxone.com/media/print/05/RN_JULY05.jpg)
- Worked as design POC and Project Manager to provide promotional graphics for Lockheed Martin from Winter 2005- Spring 2006:
  - Prepared Quote, and project file
  - Developed faux tactical situation program using After Effects to show movement of the LCS.
  - Managed development of, "Month in the Life of LCS" animations which showcase various of scenarios which make use of the capabilities and strengths of the LCS.
 Reference: <http://www.lmlcsteam.com/images/Bow-On-Action-2006-02.jpg>
- Worked as design POC/Project Manager for additions, and updates to the LCS print work developed for Lockheed Martin.
  - Visualized the crew eating, and sleeping quarters.
- Managed team developing DDG 107 Model
  - Created Project File detailing schedule.
  - Led progress meetings and developed Power Point Presentations.
  - Quality Assurance for models being developed by the team.

- Worked to develop 3D models of some areas of the DDG 107.
- Managed development of Angle's Small Boat Simulation, "WaveLore".
  - Created Project File detailing schedule.
  - Produced hours quote for all development.
  - UV Mapped geometry and created textures for land mass in WaveLore.
- Angle Tradeshow Booth
  - Worked as design POC in the development of the company tradeshow booth.
  - Designed promotional assets, and managed the third-party development of other internal assets: Brochures, CD/DVD sleeves, Folder, and graphics displayed on the booth itself.
  - Contributed to the design, and modified booth design to maximize marketing capability for Angle.
  - Managed tradeshow:
    - January 2007 – Surface Navy Association Symposium in Alexandria, Virginia, USA
    - April 2007 – Sea, Air, Space Expo in Washington, D.C., USA
  - POC for tradeshow; prepared paperwork for all tradeshow including ASNE Day, June 2007

## **SKILLS**

Languages: English

### **Software**

Adobe Photoshop  
 Adobe Illustrator  
 Adobe PageMaker  
 Adobe Premiere  
 Adobe After Effects  
 Alias Wavefront Maya  
 Rhino  
 IFEM  
 Microsoft Office Suite  
 ProTools  
 FinalCutPro

### **Platforms**

Windows  
 Machintosh  
 Unix  
 Solaris  
 Tru 64