

Lauren Posner

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Portfolio: laurenposner.com

EDUCATION

University of Central Florida — Emerging Media (BFA) - Character Animation Track

Aug 2015 - 2019

EXPERIENCE

Snap Inc. — 3D Artist → Senior 3D Artist

March 2021 - April 2026

- Created stylized, optimized assets for Bitmoji, Snapchat's mobile avatar, owning the full asset pipeline from sculpting, modeling, and texturing to engine implementation, testing, and fixes.
- Applied guides, concept art, and feedback and collaborated with art, technical, and production teams to deliver high quality assets on schedule.
- Facilitated artist workflow and tool adoption by creating onboarding guides and live training demos.
- Developed and updated art workflows and tools to streamline asset production and maintain artistic and technical consistency, including a redesigned hair pipeline and documentation, reusable model and texture libraries, and texture painting and export templates.
- Led cross-functional projects with internal teams and external partners to scale avatar libraries, contributing to growth in production, user engagement, and revenue.
 - Prepared documentation and examples, compiled feedback on proposals and assets, and provided training, production, and troubleshooting support.

Big Dreamer Design — 3D Character Artist

Jan 2021 - March 2021

- Created stylized animal sculptures based on concepts and feedback for large-scale 3D printing in a mini golf course.
- Collaborated with design and fabrication teams to ensure deliverables met artistic vision and printing constraints.

Monkey Chow Animation Studios — 3D Character Modeler → 3D Character Production Supervisor

Nov 2019 - Dec 2020

- Produced stylized and semi-realistic characters, from sculpt to model, based on concepts and feedback for multiple animated short films.
- Supervised a team of character modelers on a short film involving 50+ characters by documenting a modular workflow and providing feedback to streamline production and maintain visual and technical consistency.

SKILLS

- Sculpting, Modeling, Retopology, UV Mapping, Texturing, Low & High-Poly Workflows, Fine Arts
- ZBrush, Maya, Blender, Substance Painter, Photoshop, Google Workspace, Slack, Flow Production Tracking (ShotGrid), JIRA, Perforce