

Ilyse J. Travis

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Technical Skills:

- 2D Hand drawn animation
- 3D Animation
- Strong Writing and Verbal Communication Skills
- Experienced in gameplay and systems design
- C# and game development with Unity
- Gdscript and game development with Godot
- Html and CSS
- 2D art and animation software including Adobe Suite, Clip Studio Paint, Aseprite, etc.
- Autodesk Suite
- Google Suite
- Jira

Where My Work Can Be Found:

My Portfolio: www.ilysejtravis.com

On Itch.io

- [*RUN GUN*](#)
 - Animation
 - Character Design

On Steam

- [*Moonlight Pulse*](#)
 - Character Design

On Steam

- [*One Lonely Outpost*](#)
 - Animation
 - Character Design

On Steam

- [*Ra Ra Boom*](#)
 - Animation

Employment History:

Freelance Game Developer and Outsource Animator

October 2020 – Present

Lead Animator at Gylee Games

June 2019 – October 2020

Freelance Game Artist

May 2017 – June 2019

Iracing.com Environment Artist

Summer 2016

Education:

Rensselaer Polytechnic Institute, Troy, NY

Bachelor of Science, *Games and Simulations Arts and Sciences* –

May 2017 Graduate

- Officer of the Rensselaer Game Development Club