

# LILY ALLEN

Email: novva.art@gmail.com | LinkedIn: [Lily Allen](#) | Portfolio: <https://www.novvaart.com> | Location: Laurel, MD (willing to relocate)

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## WORK EXPERIENCE:

### ThursdayLabs, Remote Art Assistant

SEPT 2025 - PRESENT

- Conceptualizing engaging marketing materials and 2D art assets for the Meta VR game “Squidpunk” in the form of graphic designs, sprites, game UI, character animations, prop designs, pitch decks, and backgrounds.
- Developing consistent branding language for the game’s marketing campaign through the creation of social-media ads, app store banners, icons, flyers, and posters for both digital and print use.
- Cooperating with the game’s AD, production managers, and lead animators to create 2D keyframes and character animations on tight deadlines.

### Self-Employed, Remote

MAR 2016 - PRESENT

#### Freelance Illustrator and Designer

- Collaborating with publishing houses, animation teams, and private clients to complete long and short-term projects involving both original and existing IP. Utilized multiple styles to create works ranging from comic strips to character concepts, picture books, and more. Selected clients include DC Comics, Tumblr, and Pixar’s Co-op Program short film *The Other Side*.
- Represented by Jennifer Azantian of the Azantian Literary Agency for literary projects such as graphic novels, book covers, interior illustrations, etc. since early 2021.

### Pixar Animation Studios, Emeryville, CA

JUN 2023 - AUG 2023

#### Art Intern

- Co-designed the “Smarty Pants” character for *Toy Story 5* along with Naomi Urey, contributing key concepts for its final look, UI, and functionality. Provided UI concepts for the “Lilypad” character as well as the composition for *Toy Story 5*’s “first look” concept art (as seen in *People Magazine*, *Entertainment Weekly*, etc.).
- Completed a Visual Development project titled “White Whale” in a 4-week accelerated program. Presented character designs, backgrounds, and color designs in front of the Art & Story Departments to positive feedback.
- Brainstormed promotional marketing strategies for Pixar’s *Win or Lose* with director Carrie Hobson, which were implemented by the Disney Marketing team during the show’s rollout in early 2025.

### DreamWorks Animation, Remote

MAR 2023 - APR 2023

#### DreamWorks HBCU Launch Fellow

- Lead a team of 4 HBCU students to complete and present a Character Development Project in 8 weeks.
- Facilitated weekly 1-hour meetings, delegated tasks, recorded meeting notes, and organized presentation materials whilst regularly checking in with recruiters and mentors.

### Mattel, Inc., El Segundo, CA

JUN 2022 - AUG 2023

#### Graphic and Product Design Intern for Barbie and Girl’s IP

- Designed final fabric designs, control drawings, and chip art for dolls and accessories as a member of the Barbie Art Shop Team.
- Contributed to over 5 product lines, including the *Barbie* movie, Holiday Barbie, Barbie Care Clinic, Ted Lasso, and more.

### Washington Adventist University, Takoma Park, MD

OCT 2017 - MAY 2019

#### Choir Librarian

- Maintained the university Choral Library as both a manager and departmental assistant, cataloging over 3000 musical works in digital and analog formats.
- Organized a 3-day “Music Fest” event involving 500+ local high school students and musicians.

## EDUCATION:

### Bowie State University, Bowie, MD

MAY 2026

#### B.S. in Visual Communications and Digital Media Arts

Concentration: Digital Media Arts; GPA: 3.0

## SKILLS:

**Software/Hardware:** Photoshop, Illustrator, Figma, Microsoft Office, Google Suite, Clip Studio Paint, Procreate, Slack, MacBook(s), PC(s), iPad Pro, Wacom Cintiq, and XP Pen tablet(s).

**Hard Skills:** Thumbnailing, Composition, Concept Art, Game UI Design, Ad Design, Visual Storytelling, Visual Development, Graphic Design, Product Design, Animation, Storyboards, Character Design, Background Design, Illustration, Comics, and Graphic Novels.

**Soft Skills:** Creative Problem-Solving, Communication, Organization, Time Management, Adaptability, Collaboration, Critical Thinking, Pitching/Presentation, Innovation, and Initiative.

**Language(s):** **Fluent:** English, **Intermediate:** Spanish, **Diction:** Italian, German, French, and Latin.

## ACHIEVEMENTS:

Entertainment Industry College Outreach Program - HBCU in LA Finalist and Intern

JAN 2022 - PRESENT

Netflix Animation - Netflix Foundations x Black N’Animated Mentee - Art Track

OCT 2022 - MAR 2023

Golden Alchemy Entertainment - Screenwriting and Directing Mentorship

JUN 2022 - JUN 2022

## ORGANIZATIONS:

Black N’ Animated

American Advertising Federation

Women In Animation

Bulldog Animation Studios