

Lexia Douglas

✉ lexdouglas05@gmail.com

TECHNICAL ARTIST

SKILLS

- Godot Engine
- Unreal Engine
- Maya
- ToonBoom, StoryBoardPro
- Adobe Photoshop, After Effects, Animate
- Google Docs, slides, sheets
- Analytical
- Communication
- Problem Solving

EDUCATION

Pennsylvania College of Art and Design | Undergraduate 2025
Lancaster, PA

HOBBIES

- Gaming
- Fishing
- Cooking
- Baking

CAREER OBJECTIVE

Creative and detail-oriented digital artist with expanding experience in game art, design, and scripting. Intermediate knowledge in Godot, Unreal Engine, Maya, visual communication, and UI design. Willing to learn new skills and able to work alone or with teams. Seeking a game engineering and/or game design role with a dynamic and creative establishment.

EXPERIENCE

Animation Colorist, Galaxy Hopper Animation
Lancaster, PA - *Intern*

OCTOBER 2024- JANUARY 2025

- Project Management
- Coloring Animation Scenes
- Networking
- Collaboration

SIGGRAPH Student Officer,
Lancaster, PA - *Treasurer*

MARCH 2023 - PRESENT

- Assisting with club events
- Provide useful information to elected officers
- Assist in financial records and budgeting

Work-Study, PCA&D
Lancaster, PA - *Library assistant*

AUGUST 2021 - PRESENT

- Checking in/out Library materials & Books
- Assisting students with directory and questions
- Organizing books

Amazon Sortation Center,
Dundalk, MD - *Sortation & Customer Returns*

JUNE 2022 - AUGUST 2023 (SEASONAL)

- Sorting customer packages by alphabetisms
- Loading and unloading cargo
- Sorting customer returns by damaged and undamaged