

LTOWNS.COM
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LINDSAY TOWNS

3D Artist

- Excellent at interpreting storyboards and framing shot composition
- Skilled in hard surface and organic modeling
- Able to work both independently and collaboratively
- Organized and able to manage large libraries of information

Experience

ENVIRONMENT ARTIST

Mane6

2016-Present

- Creating game-ready environments and assets in Maya for use in Z-Engine
- 3D modeling complex props to assist the animation team
- Designing characters alongside Lauren Faust in the game's streamlined style
- Developing day and night versions of stages for visual interest and variety
- Illustrating banners and other art as needed
- Implementing feedback and direction from the core development team
- Management of digital files according to SVN file hierarchy

ZBRUSH INSTRUCTOR

College for Creative Studies

2018

- Prepared educational material and courses on the major features of ZBrush
- Troubleshooting and discovering creative workarounds on the fly to assist students
- Lectured and gave step by step tutorials for students to follow along to

BACKGROUND ARTIST

Thunderbean Animation

2014

- Painted vibrant 2D backgrounds for a television advertisement
- Compositing layouts to animation cels in After Effects from storyboards

Education

COLLEGE FOR

CREATIVE STUDIES

Detroit, MI

BFA in Entertainment Arts, Graduated 2014

CCS President's List, 2011-2014

Skills

Autodesk Maya	Unreal Engine 4 (UE4)
Adobe Photoshop	Topogun
Substance Painter	UV Mapping
Substance Designer	Mental Ray
ZBrush	