

WEBSITE
Ltowns.com

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LINDSAY TOWNS

Environment and Prop Artist

EXPERIENCE

ENVIRONMENT ARTIST
Mane6
2016-2017

- Creating game-ready environments and assets in Maya for use in Z-Engine
- 3D modelling 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
- Streaming monthly progress of the game via Twitch.tv with team members
- Organizing files according to SVN file hierarchy

LAYOUT ARTIST
Thunderbean Animation
2014

- Illustrating vibrant backgrounds for a television advertisement
- Fitting layouts to animation cels in AfterEffects

RESIDENT ASSISTANT
College for Creative Studies
2013-2014

- Filing documents and maintaining logs, reports, and legal paperwork
- Event promotion and coordination for more than 30 residents

EDUCATION

COLLEGE FOR
CREATIVE STUDIES
Detroit, MI

BFA in Entertainment Arts, Graduated 2014
CCS President's List, 2011-2014
GPA 3.6

SOFTWARE SKILLS

PHOTOSHOP	● ● ● ●	UNREAL ENGINE	● ● ● ●
AUTODESK MAYA	● ● ● ●	ILLUSTRATOR	● ● ● ●
MARMOSET TOOLBAG	● ● ● ●	UVLAYOUT	● ● ● ●
SUBSTANCE PAINTER	● ● ● ●	AFTEREFFECTS	● ● ● ●