

Lindsay Towns

L.Towns@Live.com | LTowns.com | +1 (778) 700-7476 | Vancouver, BC

Background artist specializing in stylized environments, props, and characters. Qualified with over eight years of game experience 3D modeling environments from block out to production, as well as creating materials for animation pre-production including phonetic charts, model turns, and expression sheets.

Professional Experience

Lead Artist | Modus Games, *Them's Fightin' Herds*

Jan 2022 – Dec 2023

- Played a major role in character design and model sheets for five DLC characters
- Upheld best practices to maintain craft quality and consistency across titles by providing teammates and partners with technical breakdowns, process guidance, and aesthetic support
- Designed promotional and case art for cross-console release
- Maintained documentation for discipline knowledge, such as the Z-Engine stage art pipeline
- Rendered cinematic scenes for promotional character trailers

Background and Character Artist | Mane6, *Them's Fightin' Herds*

Jan 2016 – Dec 2023

- Designed characters under the supervision of Lauren Faust in the game's streamlined style
- Created and implemented 2.5D stages in a custom engine
- 3D modeled complex props to assist the animation team
- Organized and submitted digital files through Github and DropBox

Live2D Rigger | Bezark/Disney

Apr 2022 (1-month contract)

- Separated detailed artwork for animation and painted missing parts
- Rigged and animated a character for a live interactive display
- Delivered high quality finished assets on a tight deadline

ZBrush Instructor | College for Creative Studies

Jun – Jul 2018 (Summer Program)

- Prepared and presented a multi-week class on the core features of ZBrush
- Mentored students by troubleshooting and finding creative solutions to problems

Volunteering

Secretary of the Board | The Vancouver Life Drawing Society

May 2023 – Present

- Conducts correspondence with membership through email and promotional marketing material
- Archives and organizes legal documents on behalf of the society

Software Proficiency

Autodesk Maya	Substance Painter	Adobe Photoshop	Adobe Illustrator	Clip Studio Paint
Blender	Topogun	ZBrush	Live2D Cubism	Favro