

Lindsay Towns

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

Background artist specializing in stylized environment layouts and props. Qualified with over eight years of experience creating full color concept art and polished background art, as well as creating materials for animation pre-production including phonetic charts, model turns, and expression sheets.

Professional Experience

Background Artist | Red Deer Studio, *PAWW: Feline Fatale*

Nov 2023 - Present

- Concepting, lining, and coloring 2D backgrounds for a visual novel game
- Creating day and night variations of locations to enhance the mood of the story
- Determining shape language and style of backgrounds to reflect the style of the character artist

Senior Background Artist | Modus Games, *Them's Fightin' Herds* and *Avatar: The Last Airbender*

Jan 2022 – Dec 2023

- Designed and painted high resolution background stages in the approved *Avatar* series style
- Mentored teammates through technical breakdowns, process guidance, and aesthetic support
- Maintained documentation for discipline knowledge, such as the Z-Engine stage art pipeline
- Played a major role in character design and model sheets for five DLC characters
- Designed promotional and case art for cross-console release
- Rendered cinematic scenes for promotional character trailers

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

Jan 2016 – Dec 2023

- Designed and implemented parallaxed painted environments in a custom engine
- Interpreted concept art and storyboards from other artists and brought them to completion
- Participated in team meetings and provided feedback to fellow artists and developers
- 3D modeled complex props to assist the animation team
- Designed characters under the supervision of Lauren Faust in the game's streamlined style
- 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 technical problems

Volunteering

President of the Board | Basic Inquiry, The Vancouver Life Drawing Society
June 2024 – Present | Previously Secretary, May 2023 - June 2024

- Manages top level operations and decision making of a nonprofit organization
- Coordinates and executes social events and gallery openings within a budget
- Presents and approves proposals from membership and facilitates member voting
- Corresponds with membership through email and promotional marketing material

FoodHub Team Member | Collingwood Neighbourhood House, Vancouver, BC
November 2022 – Present

- Educates public on how to creatively make the most of their resources by reducing food waste
- Leads and prepares workshops on cooking and breadmaking
- Engages with public in a positive and proactive way

Education

Bachelor of Fine Arts | College for Creative Studies, Detroit, MI

- Graduated 2014
- CCS President's List, 2011-2014

Exhibitions

The Digital Art Invasion | Basic Inquiry, Vancouver, BC
May - June 2024

Annual Member's Show | Basic Inquiry, Vancouver, BC
December 2023 - January 2024

Software Proficiency

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