Lisa Jennifer Gordon

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Professional Summary

Junior level 2D character artist with some animation experience looking to start in the games / animation industry. Currently working on two indie games to gain relevant experience. Creative and innovative, ready to use artistic skills to create unique experiences.

Qualifications

- Experienced in creating 2D character concepts in a range of styles
- Ability to maintain theme and consistency of proportion and style
- Basic knowledge of preparing 2D characters for animation
- Study and familiarity with animation fundamentals
- General skill creating concepts for environments and props
- Proficient with a range of 2D drawing tools including Photoshop, Flash, Mischief, etc.

Experience

Work in Progress turn-based strategy game
Character design

- Concept and designed 12 characters
- Prepared all 12 characters for animation
- Responsible for maintaining a consistent theme
- WIP characters are listed in portfolio

Unannounced RPG game
UI design and Character portraits

- Helped establish the art direction for the game
- Designed and created all UI related art
- Created dynamic character portraits to match 3D models
- Assembled cohesive characters out of pre-made 3D parts

Studies

- The Animator's Survival Kit by Tony White
- Animation Lessons by Aaron Blaise
- Learn to Animate / Storyboard by Don Bluth