
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.
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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
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Studies

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