

# Lisa D. Brown

lisa.deanne.brown@gmail.com | 222 N Buena Vista St, Apt 106, Burbank, CA 91505 | 502-445-7914  
www.wertle.com

## EDUCATION

Master of Entertainment Technology  
B.S. in Computer Science and Studio Art

**Carnegie Mellon University**  
**Centre College**

Graduated: May 2009  
Graduated: May 2004

## PROJECTS AND EXPERIENCE

- Associate Designer **Insomniac Games** Summer 2009 - current
- Responsible for level design, as well as design of enemies, weapons, and other game objects
  - Implements design via Lua scripting and use of Insomniac's proprietary level editor
  - Tests and tunes gameplay and mechanics
  - Responsible for documentation of design decisions and mechanics
- Game Design Intern **Schell Games** Spring 2009
- Designed and implemented gameplay for mini-games on Wii title
  - Scripted in Lua and used the Gamebryo engine and SceneBuilder to create mini-game levels
  - Designed and tuned minigames for Pixie Hollow, Disney Fairies online game
- Game Designer **Get in Line** Fall 2008
- Designed themed mini-games for an interactive experience for people waiting in line
  - Implemented games using a Flash API for Megaphone, a platform which converts cell phones into game controllers
- Game Design Intern **Insomniac Games** Summer 2008
- Designed and implemented scenarios and battles in Resistance 2
  - Scripted in Lua and used Insomniac's proprietary level editor to implement setups for the single-player campaign
- Designer/Programmer **Bandology** Spring 2008
- Designed a web-based, massively multiplayer online game about bands focused on cooperative play
  - Designed and programmed the customizable avatar system for the game in Flash
  - Animated avatars for use in the core game
- Designer **Pittsburgh XO Game Jam** November 2007
- Designed and developed a game for the XO laptop in under 40 hours with a team of 3 others
  - Assisted with programming, XO activity bundle development and background painting
- Designer/Producer **Building Virtual Worlds** Fall 2007
- Designed and developed interactive virtual worlds in two week cycles with interdisciplinary teams
  - Set schedules, ran meetings, and facilitated communication among the team members
  - Designed characters and concept art, painted textures for 3D models, created 2D animations, and created background images and cut scenes

## SKILLS

### Software

Maya  
3Ds Max  
Illustrator  
Photoshop  
AfterEffects  
Premiere  
Flash

### Programming

Lua  
MySQL  
PHP  
HTML/CSS/Javascript  
Actionscript 3  
Java  
Python

### Art

Animation  
Digital coloring  
Drawing  
Painting  
Puppetry  
Mask-making  
Glassblowing

## HONORS

Project Horseshoe: Game Design Think Tank Participant 2008  
Academy of Interactive Arts & Sciences Randy Pausch Scholarship Recipient 2008  
Google Anita Borg Scholarship Finalist 2008  
Game Developers Conference Student Scholarship Recipient 2008  
InfoComm International AudioVisual Scholarship Recipient 2007