

Lisa D. Brown

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OBJECTIVE

To obtain an entry-level design position in the game industry

EDUCATION

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

Carnegie Mellon University
Centre College

Expected: May 2009
Graduated: May 2004

PROJECTS AND EXPERIENCE

- 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
- Producer/Animator **ARG! Productions animation** 2005 - current
- Set schedules, ran meetings, created production documents, and facilitated communication among team members and clients
 - Cleaned up animation, edited sound, painted backgrounds, and assembled basic animatics, working primarily in Flash and Maya
- Web Applications Developer **Assumption High School** 2005 - 2007
- Developed ColdFusion and PHP web applications to facilitate administrative functions for faculty and staff
 - Designed and implemented a Flash game for prospective students, working closely with the Manager of Publication and Recruitment

SKILLS

Software

Flash
Photoshop
Maya
3Ds Max
AfterEffects
Dreamweaver
Premiere

Programming

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

Art

Animation
Digital coloring
Drawing
Painting
Puppetry
Mask-making
Glassblowing

HONORS

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
Inducted into Phi Beta Kappa at Centre College 2004