

# Lisa Y. Wang

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## SKILLS

### Technical Art Skills

- Strong design and conceptual skills for 2D and 3D productions
- Ability to create appealing and functional designs that support the vision of the project
- Ability to conform to a broad range of subjects and aesthetic styles
- Ability to produce characters, props, environmental elements and motion graphics for production

### Transferrable Skills

- Hardworking and excel under direction
- Interpret and implements feedback in a timely and qualitative manner
- Adjusts well to fast pace work environment with excellent organization and time management skills
- Able to work independently and efficiently with minimal supervision
- Great problem solving skills and well-practiced in prioritizing tasks
- Communicate openly with teammates and contribute to engaging work environment
- Enthusiastic and ambitious about chosen craft; passionate about continuous learning

### Software

- Adobe Photoshop
- Adobe CC Animate
- Toon Boom Harmony
- SketchUp
- Maya

## EDUCATION & LEARNING

Sheridan College - *Bachelor of Applied Arts Animation [2009-2013]*

## WORK EXPERIENCE

*Design Generalist [Equestria Girls] 10/2017 - 04/2018*

### DHX Media

- Principal character rotation artist responsible for completing rotation for all characters and costume changes working exclusively in CC Animate

*Junior Designer [Spy Kids: Mission Critical] 05/2017 - 07/2017*

### Rainmaker Studios

- Design props, environmental elements; communicate relevant design information such as orthographic views for modeling department
- Complete location design break downs and texture calls based on concept art provided
- Conceptualize, design and keyframe motion graphic component for props with screen content such as monitors, gadget screens.
- Adapting new workflows and general guidance from teammates and art director for continuous self-improvement

*Design Generalist [My Little Pony The Movie] 04/2016 - 10/2016*

### DHX Media

- Design, create and render props, background props, character costume assets and background prop assets for production
- Working in between Photoshop and Toon Boom Harmony, ensuring optimal translation from Photoshop concept to Toon Boom asset
- Assisting the builds department with creation of assets and library content in Toon Boom Harmony

*Designer [Nina's World] 08/2014 – 11/2015*

### Pipeline Studios

- Design, create and render props, background props and character costume assets in Toon Boom Harmony
- Posing and rotation required based on storyboard and production needs
- Make revisions of assets based on notes from client and art director
- Maintaining high level of attentiveness at work contributing to high team morale
- Co-leading extracurricular activities within the studio such as life drawing session and studio art blog for the pursuit of proactive learning, self-improvement and enrichment of studio life