

Lisa D. Brown

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Objective: To obtain a summer 2008 internship in production management in the entertainment industry

Education: **Carnegie Mellon University:** Master of Entertainment Technology, expected May 2009
Focusing on producing and game design

Centre College: Bachelor of Science in Computer Science and Studio Art, May 2004

Projects: **Producer/Texture Artist:** Building Virtual Worlds, Entertainment Technology Center, 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, and created background images and cut scenes

Producer/Animator: ARG! Productions group animation project, 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

Illustrator: 24-hour comic project, 2005

- Wrote and illustrated a 24 page comic in 24 hours as a personal challenge

Illustrator: Honor Comics, compilation book, 2004

- Collaborated with 3 teammates to draw and compile 4 themed comics into a print book for *ComicCon*

Theater Technician: Centre College, 2000 - 2004

- Designed and built props for a variety of shows, including *The Yellow Boat* and *Crimes of the Heart*
- Stage Managed student shows, set schedules, ran meetings, organized and facilitated rehearsals
- Created masks for *Caucasian Chalk Circle*

Experience: **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
- Founded and moderated the city's first Video Game Club for students at an all-girls high school

Web Developer: Freelance, 2005 - current

- Programmed database-driven websites and web applications

Properties Intern: Long Wharf Theatre, 2004 - 2005

- Built, obtained, and maintained props for the regional theater season

Properties Intern: Berkshire Theatre Festival, Summer 2003

- Built, obtained, and maintained props for the theater's summer season

Skills: **Software:** Maya, Photoshop, Flash, Premier, AfterEffects, Dreamweaver, Microsoft Office
Programming: Python, Java, PHP, C, Coldfusion, Ruby on Rails, ActionScript, MySQL, PostgreSQL, HTML, CSS, Javascript
Art: animation, digital coloring, mask-making, casting, drawing, painting, polymer clay sculpture, puppetry, glassblowing

Honors: InfoComm International AudioVisual Scholarship Recipient, 2007
Inducted into Phi Beta Kappa, Centre College, 2004
Graduated Magna Cum Laude, Centre College, 2004
Art Prize, Centre College, 2003
"Best Comic" Kentucky Intercollegiate Press Association Awards, 2003