

# Lindsay Towns

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Background artist specializing in stylized backgrounds and props. Qualified with over eight years of experience creating backgrounds in 2D and 3D from concept to completion, as well as creating concepts for animation pre-production including phonetic charts, model turns, and expression sheets.

## Professional Experience

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### Background Painter | Titmouse Inc, *The Undervale*

Sep 2024 - Jan 2024 (contract)

- Painting provided layouts in approved show style, ensuring continuity between scenes
- Organizing and separating complex files for scene setup and animation

### Senior Background Artist | Modus Games, *Them's Fightin' Herds*

Jan 2022 – Dec 2023

- Mentored teammates through technical breakdowns, process guidance, and aesthetic support
- Maintained documentation for discipline knowledge, such as the Z-Engine stage art pipeline
- Played a major role in character design and model sheets for five DLC characters
- Designed promotional and case art for cross-console release
- Rendered cinematic scenes for promotional character trailers

### Background and Character Artist | Mane6, *Them's Fightin' Herds*

Jan 2016 – Dec 2023

- Designed and implemented parallaxed environments in a custom game engine
- Interpreted concept art and storyboards from other artists and brought them to completion
- Participated in team meetings and provided feedback to fellow artists and developers
- 3D modeled complex props to assist the animation team
- Designed characters under the supervision of Lauren Faust in the game's streamlined style
- Organized and submitted digital files through Github and DropBox

### Live2D Rigger | Bezark/Disney

Apr 2022 (1-month contract)

- Separated detailed artwork for animation and painted missing parts
- Rigged and animated a character for a live interactive display
- Delivered high quality finished assets on a tight deadline

### ZBrush Instructor | College for Creative Studies

Jun – Jul 2018 (Summer Program)

- Prepared and presented a multi-week class on the core features of ZBrush
- Mentored students by troubleshooting and finding creative solutions to technical problems

## Volunteering

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**President of the Board** | Basic Inquiry, The Vancouver Life Drawing Society  
June 2024 – Present | Previously Secretary, May 2023 - June 2024

- Manages top level operations and decision making of a nonprofit organization
- Coordinates and executes social events and gallery openings within a budget
- Presents and approves proposals from membership and facilitates member voting
- Corresponds with membership through email and promotional marketing material

**FoodHub Team Member** | Collingwood Neighbourhood House, Vancouver, BC  
November 2022 – September 2024

- Educated public on how to creatively make the most of their resources by reducing food waste
- Lead and prepared workshops on cooking and breadmaking
- Engaged with public in a positive and proactive way

## Education

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**Bachelor of Fine Arts** | College for Creative Studies, Detroit, MI

- Graduated 2014
- CCS President's List, 2011-2014

## Software Proficiency

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Adobe Photoshop	Substance Painter	Autodesk Maya	Adobe Illustrator	Clip Studio Paint
Blender	Google Drive	ZBrush	Live2D Cubism	Favro