

Lisa C Harrison

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Relevant Experience

Environment Artist at Virginia Serious Game Institute

Senior Instructor for Art and Animation I&II at Mason Game & Technology Academy

Game Artist at Benten Technologies

Professional Experience

Game Artist
Benten Technologies
Manassas, VA

May 2018 - Present

- Create character textures for 3D mobile game
- Create 2D sprites for minigames
- Delegate tasks to game development team
- Liaison between game development team and management
- Recruit programmers and artists for the game development team
- Team representative for collaborator meetings
- Researcher for educational game content

Senior Instructor/Administrative Assistant
Mason Game & Technology Academy
Fairfax, VA

May 2016 - Present

- Collaborate with Envision Experience to offer Art and Animation classes
- Consultant for the Virginia Department of Education with the purpose of creating a standardized game design curriculum for all high schools and middle schools in Virginia
- Teach students one on one as needed
- Troubleshoot for bugs encountered during projects
- Keep track of pace of education best suited for overall class skill levels
- Market the program to high schoolers via presentations and articles
- Edit marketing material such as newsletters and flyers
- Recruit students for George Mason University's Game Design Program
- Install software and set-up classrooms

Environment Artist

Virginia Serious Game Institute
Manassas, VA

August 2016 - December 2017

- Produce environments for First Person Shooter simulation commissioned by United States Department of State
- Recruit programmers and artists for projects
- Coordinate between project leader and contributors
- Promote State Department project by writing articles and interviewing with media
- Served as quality assurance tester during Fall of 2016
- Set up meetings between VSGI and Shenandoah University to assist in development of Augmented Reality projects at SU

PROJECTS:**Project Chronicles**

Environment and VFX artist

2018

Created 3D models of the environmental assets, and visual effects for the game. Assisted as a technical artist by UVing, Rigging and Skinning character models.

Sons of the Sky

Character Artist and Animator

2017

Created concept art of characters, 3D models of the characters, and animated them for the game. Worked with other artists and designers in order to establish the concept and art style. Provided help for the environment artist in creating assets and visual effects.

Kanga-Mouse Defense

Lead 3D Artist

2016

Instructed artists what models to create, assisted team members in following the stylistic guide of the game, and assured all pieces were up to standards. The game was created in 48 hours for the 2016 Global Game Jam.

EDUCATION:

George Mason University, Computer Game Design

2018

Governor's School at Innovation Park, STEM Dual-Enrollment

2014