

Lindsey Erin Anderson

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SKILLS

- Diffuse, Normal & Specular mapping
- Environment modeling
- Game Design
- HTML
- Xcode, Android SKD
- Photoshop & Illustrator
- Maya, Lightwave 3D, 3DS Max & Sculptris
- UDK, TES: Construction Set, HeroBlade, Cryengine3, Unity
- Selenium, Ranorex, in-house automation tools

TRADITIONAL SKILLS

- Sculpture
- Ceramics
- Drawing
- Painting

EXPERIENCE

Smashing Ideas

Seattle, Wa

QA Engineer – March 2013 - current

- Documenting bugs in Jira
- Writing test cases
- Writing documentation
- Testing announced & unannounced Mobile/Web applications
- Communicating with multiple teams to ensure they get the testing coverage they need
- Released BELO WeatherCaster for iOS devices

Indie Game Projects

Conscience: 3D prop artist – January 2013 - current

- Working with a large Multinational group of artists and programmers to create a multiplayer horror game
- Creating 3D models and textures for Unity 4.0
- Providing feedback and critique on art and design
- Creating minor scripts for objects

Conscience: Tools QA – January 2013 – current

- Testing and troubleshooting Unity plug-ins
- Researching and troubleshooting Cryengine3

Sic'em Studios: QA Tester- June 2012 – March 2013

- Testing web builds for *Detonation & Meals on Wheelz*
- Writing bugs for game play and content
- Regressing fixed bugs
- Test planning

Sic'em Studios: 3D artist - June 2012 – March 2013

https://play.google.com/store/apps/details?id=com.sicemstudios.detonation&hl=en_GB

- Working with a team of four to create games for mobile and web
- Released "Detonation" for Android platform
- Creating 3D models and textures for Unity 4.0
- Creating UI graphics and 2D assets for Unity 4.0
- Providing feedback and critique on art and design

BioWare Austin

Austin, Tx

Environment Tools QA Embed – June 2011- June 2012

- Working alongside other embeds in the management of the QA tools department
- Identifying, documenting and regressing bugs in DevTrack
- Working with environment artists and tools developers
- Testing and documenting new tools and features
- Writing tests cases for development tools and the HeroBlade engine
- Building repositories and automated Test Cases in automation software
- Training QA tools hires on the HeroBlade engine and in-house tools
- Creating training documentation and wiki articles on in-house tools and Heroblade
- Creating and editing world spaces in the HeroBlade engine

Express Employment Personnel – Healthware/Intermedix

Eureka, Ca

QA Tester – November 2010/May 2011

- Creating test cases for import into software
- Documenting bugs in Jira
- Documenting in-house QA processes
- Using selenium to create automation scripts

"Campaign of '63', Mutant Entertainment

Chico, Ca

Freelance Graphic Artist - 2008/2009

- Created UI & website elements
- Created hand drawn character portraits, unit icons & other in-game assets
- Designed company mascot

Game Developers Conference

San Francisco, CA

GDC Conference Associate 2007/2012

- Assisting conference attendees & monitoring sessions

EDUCATION

M.A. Interdisciplinary Studies: APCG, California State University Chico - 2010

B.S. Applied Computer Graphics, California State University Chico - 2005

A.A. Social Sciences, Humanities & General Education, College of the Redwoods - 2002

Projects

Graduate Thesis - The art of preproduction: From concept to computer

2006 - 2010

- Creating 60 custom models and over 200 textures
- Producing a stand alone modification for *Oblivion* in TES: Construction set
- Producing a 60 page paper and four tutorials on texture creation
- Testing tools, content, and plug-ins for TES: Construction set and 3DS max
- Researching and installing tools created by the *Oblivion* modification community

"D.A.V.I.S."

www.chicostategamestudios.com/davis

Senior Texture Artist/Concept Artist/Game Designer - 2008/2009

- Produced textures, models and concept art on-demand
- Critiqued student textures & taught texturing techniques
- Member of six person creative team tasked with designing "D.A.V.I.S."
- Placed assets within UT3 maps as needed
- Produced all in-game UI graphics

"High Noon"

www.chicostategamestudios.com/highnoon

Senior Texture Artist/Concept Artist/Creative Consultant - 2007/2008

- Created detailed textures on-demand for high priority in-game assets
- Provided on-demand concept art & images for in-game cinematics
- Assisted with design & story of game
- Critiqued student textures & taught texturing techniques