

LISA GRIFFITHS

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OBJECTIVE

Versatile Digital Artist & Instructor with 16 years professional experience, currently focused on illustration and teaching.

SOFTWARE

Frequently Used:

Photoshop
Maya
Substance Painter
Substance Sampler
Substance Designer

Occasionally Used:

3D Coat
Zbrush
V-Ray
Unreal Engine
Marmoset

EMPLOYMENT HISTORY

Life Drawing and Digital Painting Instructor, Vancouver Film School Vancouver, BC

7/2025 — Present

- 2D Course Development and Instruction: Gestural Figure Drawing for Classical Animators, Digital Painting and Photo-bashing for Animation Concept Artists

Game Art Instructor, Vancouver Institute of Media Arts Vancouver, BC

3/2018 — Present

- 2D Course Development and Instruction: Art Foundation, Figure Drawing and Anatomy, Concept Art and Illustration, Photoshop and Adobe Substance Suite
- 3D Course Development and Instruction: High Resolution & Low Poly Character Modeling, Hard Surface Modeling

2D/3D Artist, IGG

8/2016 — 11/2016

Vancouver, BC

- 2D Work: Planned and executed flat-style animations in Unity for Madlands Mobile 2D hero characters. Painted the necessary facial expressions and body for these animations.
- 3D Work: Modeled, textured, rigged and animated characters for a Madlands Mobile.

2D/3D Artist, Fathom Interactive Vancouver, BC

1/2014 — 1/2015

- 2D Work: Drew character turnarounds for all the Sky Punks characters for a book about the game.
- Collaborated with art director Chris Bourassa and fellow artists to concept the look of characters for an unannounced title.
- Digitally penciled and colored the concept illustrations of Sergi Brosa for another unannounced title, and also assisted by drawing concept illustrations for this title.
- 3D Work: Modeled and textured characters for the mobile title Sky Punks, and for another unannounced title.

Character and Concept Artist, Capcom Vancouver
Burnaby, BC

10/2009 — 12/2010

- Deadrising 2: Made creative decisions within requirements of art direction and play expectations producing models, textures and character concept art; translated written character descriptions into visual solutions.
- Led a small team through the express production of a main character
- Worked closely with programmers to craft the pipeline for character-kit files.
- The Bigs 2: Created pre-production art including player body types, generated orthographic views. Modeled and textured many of the star player heads. Interviewed new employees and partook in subsequent debrief sessions.

Character and Concept Artist, Blue Castle Games
Burnaby, BC

8/2006 — 9/2009

- MLB Manager: Became proficient in Zbrush; while learning on the job. Manually decimated and adapted much of the Bigs artwork to fit Manager specifications. Modeled additional player heads and clothing needed for the game.
- MLB 2K8: Quickly adapted to a new pipeline (as this was a title we took over from a sister studio Kush Games). Modeled and textured mostly gear and props.
- The Bigs 1: Modeled and textured mainly player heads. Researched techniques and brought in scripts to help speed up the head creation process. Trained new artists.

2D/3D Animator/Artist (Freelance), Pirate Games
San Francisco, CA

10/2005 — 5/2006

- Worked in a timely self-directed fashion, animating 2d and 3d sequences, modeling, texturing, and designing characters for children's 2d side scrolling games.
- Quickly learned necessary software on the job.

2D Character Designer, (intermittent freelance), La Rosa Productions
Vancouver, BC

5/2002 — 9/2005

- Provided character, creature and clothing designs for TV show pitches. Consulted with the client, writers and graphic designers on an ongoing basis to develop the creative vision.

EDUCATION

Bachelor of Arts: Psychology, University of British Columbia
Vancouver, BC

9/2012 — 12/2017

My focus was applied counselling psychology, gender and evolutionary psychology as well as coursework in visual communication and creative writing.

Minor in Education: Interpersonal Development

Certificate: Digital Animation, Capilano University
North Vancouver, BC

9/2003 — 4/2004

An 8-month intensive program preparing students with the technical and artistic skills needed for work in the Digital Animation Industry. Coursework includes: 3d animation production, 3d modeling, texturing, concept art, lighting, rigging, special effects, 2d character design and life drawing.

Diploma: Commercial Animation, Capilano University
North Vancouver, BC

9/1999 — 4/2001

A two-year diploma program that focused on developing the 2D drawing skills and studio procedures in the production of animated commercials, television series, and feature films. Coursework includes: 2d animation drawing, 2d character and environment design, storyboarding, watercolor painting, life drawing and flash animation.