

# LISA NOLAN

## WORK EXPERIENCE

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Mar 11- Present    Method Studios    Vancouver, BC

*Senior FX Artist/ FX Lead*

- Captain America: Civil War (fx)  
Knights of the Roundtable: King Arthur (fx)  
Avengers: Age of Ultron (fx lead)  
San Andreas (fx)  
The Giver (fx)  
The Maze Runner (fx and lighting/ shading, interim fx lead)  
White House Down (fx and lighting/ shading)  
Riddick (fx and lighting)  
Elysium (fx)  
Cloud Atlas (fx)  
Abraham Lincoln: Vampire Hunter (fx, lighting, modeling)  
J. Edgar (fx, lighting, modeling and texturing)  
Jack & Jill (lighting and fx)
- Primarily responsible for FX creation and rendering, specializing in volumes, but also take on large lighting tasks in both Houdini and Maya, small tool creation in Houdini (often using python), and any needed modeling or shader tasks.

June 09- Mar 11    MGM Studios- Brick House VFX    Vancouver, BC

*VFX Artist*

- Stargate Universe (MGM) Seasons One and Two
- As part of the Emmy-nominated in-house VFX team, collaborating closely with producers, writers, and directors to help create 15 to 50 visual effects shots per episode, often with consistency across multi-episode story arcs.
- Effects vary from generic smoke and explosions to crashing spaceships and full 3D environments.

Feb 09- June 09    Keystone Entertainment    Vancouver, BC

*FX Artist*

- Santa Buddies (Walt Disney) Feature Film
- To independently create, troubleshoot, and render all effects required for a 900 shot show.
- Tasks included smoke, snow, clouds, dust, Northern Lights, and dripping icicles as well as a franchise-adopted magic dust effect.

Sept 08- Jan 09 Front Street Pictures Vancouver, BC

*FX Artist/ Generalist*

- Fireball (Sci Fi Network) Feature Film
- To model, texture, animate, and composite any assets and effects required to complete rapidly changing shot requirements on a tight budget and time line.

June 05- Nov 07 Consultant Kingston/Waterloo, ON

*Graphic Designer*

- Create print, online, and televised advertising and marketing material using Photoshop, Flash, and Maya.
- Instigate long-term marketing schemes for a variety of businesses, including educational institutions, charities, and commercial stores.
- Long-term clients include Ontario March of Dimes and the University of Waterloo.

## EDUCATION

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2007 - 2008 Vancouver Film School Vancouver, BC

*Diploma, 3D Animation and Visual Effects*

- Specializing in 3D environments and Maya dynamics.

2003 - 2007 University of Waterloo Waterloo, ON

*Bachelor of Arts, Honours Fine Arts with Deans List Honours*

- Studio Specialization in Digital Imaging (using Houdini and Flash) and Painting.
- 2006-2007 University of Waterloo Faculty of Arts Departmental Award Winner for Distinguished Academic Achievement in Fine Arts, awarded to top graduating student in each department.
- Dean's List, 2003-2007.

## SOFTWARE KNOWLEDGE

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- Houdini, Maya, XSI, LightWave, Vue, City Engine, PFTrack, Boujou, Nuke, AfterEffects, Photoshop, Premier, Illustrator, Corel Draw, Flash.
- Python (junior to intermediate level), MEL (junior level).