

LISA NOLAN

WORK EXPERIENCE

June 09- Present 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 range from smoke, snow, clouds, dust, Northern Lights, and dripping icicles to 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 constraining 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.

