

# Lindsay K. Orndorff

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## EXPERIENCE

### Visual Effects Artist

Double Helix Games – Irvine, CA

#### **Unannounced FPS Project** (Xbox360, PS3, PC) July 2010- March 2011

- Utilized third party plug-ins to develop the initial look of character blood and create various textures.
- Developed the look of FPS character weapons effects based off of real-world examples.
- Worked closely with the VFX tools engineer to develop and implement various new shaders to optimized performance and the visual look of in-game effects.
- Worked with multiple game programmers in the development of XML based game systems including one to handle in-game destructibles.

#### **Front Mission: Evolved** (Xbox 360, PS3, PC) April 2008 - July 2010

- Developed the look of the weapon effects, such as muzzle flashes and bullet impacts, for the game.
- Created a majority of in game character effects including the jet pack, skate effects, etc.
- Worked with designers to create various boss character effects.
- Worked with programmers to develop xml based systems to be used with our weapons effects and footstep effects.
- Helped in the integration of the current VFX tool into a new engine and helped with the redesign of the toolset and functionality.

#### **Silent Hill: Homecoming** (Xbox 360, PS3, PC) May 2006 – June2008

- Created textures and VFX to enhance the creepy feel of the game.
- Worked closely with a systems engineer to create new fog tech and implement it into the game.
- Created character effects for characters in the game and implement various environment effects including water, blood and destructibles.
- Instructed new effects artists on the pipeline and use of the tools, including optimization of textures and VFX.
- Worked with a tools engineer on the creation of our VFX tool outside of the level editor.

#### **Da Vinci Code** (Xbox, PS2, PC)

*Production Assistant/Assoc VFX Artist*

November 2005 – April 2006

- Created and placed environmental VFX into multiple levels
- Created and implemented VFX into various in game cinematics as well as troubleshooting and implementation into levels.
- Scheduled and oversaw a group of outsourced animators in the creation and animation of the game's cinematics.

**Marc Ecko's Getting Up: Contents Under Pressure** (Xbox, PS2, PC)  
*Production Assistant/Assoc VFX Artist* September 2005 – December 2005

- Learned cinematic pipeline, implemented and troubleshot various in game cinematics into the game.
- Placed fullscreen effects into various in game cinematics.
- Learned the company's proprietary VFX software, and implemented environmental FX.
- Worked with multiple excel sheets in order to time both English and localized subtitles

**ADDITIONAL EXPERIENCE** **Internship – Production Coordinator Assistant** September 2004 – July 2005  
*NewKat Studios, Burbank, CA*

- General management duties for 3D animated short.
- Use Microsoft Project to create timeline for animated short.
- Create multimedia packets for clients.
- Network with others in Entertainment Industry to network and gain experience

**University of California at Santa Barbara, Instructional Computing**  
 September 2002 – August 2005

*Operations and Coordinator*

- Supervised the main campus computer labs and other remote labs
- Responsible for faculty outreach
- Channeled software requests and lab schedule requests to the correct resources.
- Taught, and developed workshops to further Consultant knowledge in software
- Troubleshot both Windows and Mac platforms

*Language & Media Facilitator, Manager:*

- Hired and scheduling Language & Media Facilitators
- Managed 7 students independently to maintain the Media and Learning Labs
- Worked closely with professors
- Created projects for students
- Researched new software programs to use in the labs
- Developed schema and requirements for the DVD/VHS/Media database
- Led Biweekly operations meetings with Language Facilitators

**COMPUTER SKILLS** *Photoshop, Maya, Illustrator, Flash, Filemaker, Dreamweaver, Fireworks, Director, Word, Excel, Powerpoint, Project, Outlook)*  
 General (*HTML, FTP Clients, SSH*), *Various company proprietary tools*

**EDUCATION** B.A., University of California at Santa Barbara  
 - 2005 Graduate majoring in Art Studio  
 - Graduated with Honors

References upon request.