

# Brandi November Lyons

## Digital Art

View the full portfolio at <http://www.thecreativefinder.com/ravenslore>

### Professional Experience and Curriculum Vitae

As an Illustrator and Lead Concept Artist serving in a variety of roles from author to project manager I have been blessed with the opportunity to master a unique array of skills. My experience includes 3D, 2D, orthographic (facebook), and mobile graphics contributing to 6 published games, 11 published books, and a variety of websites, logos, and other art commissions. Cultivating a versatile style allows me to accommodate a broad spectrum of projects, and results in a highly original product. My media options include digital paint, animation, flash, vector, traditional oil, acrylic, graphite, and watercolor. I love to illustrate in a soft and saturated style that gives a sense of realistic volume to images that require suspension of disbelief. My specialty is art that references meaningful aspects of culture, science and nature in an accurate, symbolic and educational way.

\* BA in Computer Animation (3DStudio/AfterEffects) and Multimedia from The Art Institute of Colorado (accredited)

### Previous Clientele

Games Workshop, LOLapps, Syfy, FastPath Learning, JSA, National Jewish Research Center, Hero's PETS, Bookpeople Literary Camps, CBAY Books, BookShelf Press, Gilt Edge Publishing New Zealand, and MJA Publishing Ltd. New Zealand.

### Awards and Accolades

Brandi November Lyons  
Austin, Texas 78703

I am seeking to start an ongoing relationship with a publisher, not only as an illustrator, but potentially as an author/illustrator/app creator. My current projects is a proposal for an illustrated mid-grade novel/cartoon series in an app friendly format with a transmedia proposal to include a trading card game as a storytelling aide.

### Summary:

Illustrating professionally since 1996: 6 published games, 11 published books, and a variety of websites, logos, and other art commissions. Thirteen years of freelance commercial art (especially vector art), traditional oil on canvas portraiture, children's book illustration and web graphics. Since 2009: Lead Concept Artist of an art outsourcing studio creating assets for games and mobile apps.  
Bachelors Degree in Computer Animation (3DStudio/AfterEffects) and Multimedia from The Art Institute of Colorado (accredited)  
Clients: Games Workshop, LOLapps, Syfy, FastPath Learning, JSA, National Jewish Research Center, Hero's PETS, Bookpeople Literary Camps, CBAY Books, BookShelf Press, Gilt Edge Publishing New Zealand, and MJA Publishing Ltd. New Zealand.

Current Position (June 2010 – Present) : Senior Concept Artist

Meta 3D Studios [meta3dstudios.com](http://meta3dstudios.com) A game asset creation studio.

A variety of roles: Project Management, User Interface Design, Orthographic Game Assets, Art Direction, UVW texture maps, Website Branding, Illustration, Game Design, Character Design, Proposals and Manuscripts, Visuals Generation, Illustration and training new artists.

\* RavenShire Castle by LOLapps: Illustration of highly stylized painterly assets and internal project manager. Trained new artists to achieve advanced techniques

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