

# EVAN LINDSAY

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## education

2005 University of Kansas, Lawrence. BFA in Industrial Design and a minor in Art History.

2003 University of New South Wales, Sydney, Australia. Study Abroad program.

## work

2006 - 2011 **Lead Motion Designer | farmcp**

Developed and managed motion design studio. Daily responsibilities include client relations, create photorealistic consumer product animations and interactive content for broadcast and web.

2005 - 2006 **3D Artist | Studio2a**

Created photorealistic renderings for architectural designs. Worked closely with principal on a day to day basis. Utilized and mastered 3D Studio Max and Vray.

2005 **Graphic Designer | Colfax Realty**

Designed and executed brochure work and advertisements for regional offices.

2002 -2008 **Creative Director | Gravel Records**

Directed and developed all media and branding including logo and website.

## skills

Ability to manage artists and clients  
Photo-real lighting and rendering  
Compositing 3D and live action  
Pipeline development  
Sketching

## computer skills

|               |                             |
|---------------|-----------------------------|
| 3D Studio Max | Adobe Master Collection CS5 |
| Maya          | Apple Final Cut Studio      |
| Cinema 4D     | Nuke                        |
| Vray          | Shake                       |
| PF Track      | SynthEyes                   |

## portfolio

[evanlindsay.com](http://evanlindsay.com)  
[vimeo.com/evanlindsay](http://vimeo.com/evanlindsay)