

Lana Purnell  
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### **Statement**

Assistant Producer with AAA experience and art background looking for in-house position in a concept art position.

### **Education/Skills**

Bachelor of Fine Art: Illustration, Rochester Institute of Technology; high honors  
Expert level mastery of Photoshop, Manga Studio 5

### **Shipped titles:**

Rise of the Tomb Raider (November 2015); Steam greenlit/early access Indie Assault (May 2015)

### **Work Experience**

2015-2017

**Assistant Producer**, Crystal Dynamics, Redwood City, CA

Scheduling support teams: audio, narrative, animation, concept art, coordinated outsourcing with sister studio Eidos MTL, mitigate daily roadblocks, organize review meetings, and lots of task management. Managed documentation, organized studio-wide meetings, food orders. Programs: Excel, Jira, Confluence, Perforce

2014-2015

**Development QA**, Crystal Dynamics, Redwood City, CA

Embedded with cinematics team on Rise of the Tomb Raider (2015). Managed director feedback and tracked issues in TestTrack Pro. Worked with RadTools creating Bink video and encoding audio tracks for XB1, tracked and created almost all 50+ binks for XB 360 port—tested and submitted edits using Perforce. Other QA duties included performance analysis, smoke testing, creating builds for testing, investigating user test feedback. Worked closely with production, designers, animators, and artists helping analyze bugs.

2014

**QA Tester**, Pennypop Games, San Francisco, CA

Worked within a small team to playtest live builds of iOS and Android mobile game Battle Camp for consistency, functionality, and to find bugs during daily assignments. Reproduces bugs and writes detailed reports using Asana.

**Marketing Illustrator**, Imagination Vent Studios, San Diego, CA

Created digital character illustrations in Photoshop while taking direction from Art Director; reimagined existing concepts for characters Spade and Rin. Generated interest for upcoming studio title Indie Assault, artwork featured in game trailer.

2007-2008

**Staff Illustrator and Designer**, RIT SportsZone, Rochester, NY

Designed and executed advertising illustrations in Photoshop and InDesign. Pitched ideas to design team leads and adapted to stylistic and conceptual guidelines on individual projects. Generated interest around campus for tv program through illustrated posters.

**Tone Artist**, EB Dojo, Rochester, NY

Worked with senior artists on a startup web comic, applied shading to comic book pages, consulted with studio team regarding communication methods, illustration concepts, and character designs. Completed assignments in Photoshop on short term deadlines for weekly updates.

### **Interests**

Studied historical and contemporary paintings in galleries and museums all over New York State  
Interest in foreign languages, fashion history, and typography