

Lisa Padilla
1390 Market Street #2710
San Francisco, CA 94102
(415) 637-9456
lisa@lisa.io

Multimedia artist with 25 years of experience with a specialty in virtual reality. Recognized globally in art shows and magazines and the Journal of Contemporary Painting. Collaborates and participates in community work involving art and therapy work through the use of virtual reality and psychology. Additional skills: Google Tilt Brush, Adobe Photoshop, Sony Vegas, Magix Acid

EMPLOYMENT

Founder and CEO NewPathVR, San Francisco, CA, Jan 2016 – Present

NewPathVR is a software development and publishing company. We create and publish apps to battle anxiety and depression using virtual reality. From personal development to emotional wellness, our experiences are designed for positive change.

- Lead a team of 15 and the company from strategy to execution on all business lines, operations, and long-term product strategy of wellness applications for mental health
- Manage all community programs including art therapy, long-term illness patients, veterans, inner-city and underserved population programs wherein we used virtual reality to address trauma
- Developed and managed an international internship program that runs 4x/year
- Established and fostered relationships with psychology associations, hospitals, and hundreds of virtual technology developers that publish on our wellness portal RenewVR.com
- Became the first company approved to team accredited continuing education courses in VR Psychology to professionals

XR Art Consultant, Self Employed, San Francisco, CA, Jan 2018 to Present

I collaborate on projects, publish my own works and help artists promote their 2D and 3D art online in a 3D gallery.

- Assist artists in moving their art online to promote it within head-mounted displays.
- Add augmented reality to 2D and 3D art represented in 2D online.
- Increase visibility for artists.

VR Artist, "Into the Fade" Rene Yañez, Luggage Store, San Francisco, CA Mar 2018 – Apr 2018

The Luggage Store is an art gallery on Market Street in downtown San Francisco, CA.

- Designed, and created VR installation for attendees of Rene's art exhibit in which they could interact with his artwork in the virtual environment in collaboration with computer science professor and artist Dr. Steven DiPaola.
- This experience served over 400 attendees on each of two evenings, opening and closing night of the art exhibit. A video was compiled and produced, also by me, and acts as a legacy piece for what was his last art show. Rene was a long-term illness patient through NewPathVR's art therapy Program.

SHOWS/PUBLISHED WORKS

- AR/VR Art Show, Bern, Switzerland, 2017
- NASTY Women's Show, UK 2017
- NYC Big City Nights Art Show, 2018
- Pacific Art League 97th Anniversary Exhibition, 2018
- Journal of Contemporary Painting, August 2018
- AverageArt, October 2018
- A5 Magazine, October 2018
- Wotistart, October 2018

EDUCATION

Academy of Art University, San Francisco, CA, 1994-1996

Multimedia Design Studies