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SHAWN NELSON
ANIMATION, GAMES, FILM, DIGITAL PRODUCTION

I am a skilled art and animation professional and regularly create content for games, advertising, and MOA. I am an expert in Adobe Photoshop, Illustrator, After Effects, Animator, Maya, 3ds Max, Motion Builder, Spine, and more than a few others.
I am also very strong in web design, graphic design, and media communications.
I am a published author and experienced curriculum developer with a demonstrated history of working in the higher education industry

I have worked in technology since obtaining my master's degree from The University of Southern California. My intimate knowledge of the production cycle and the development atmosphere gives me a unique perspective of the industry and allows for quicker more efficient product turnaround.

My credits include titles from EA, Lucasarts, 2K, Primavision, Linden Labs, and Nexon.

INDUSTRY EXPERIENCE
31rst Union/ 2K – Consultant
Asylum Labs Inc – Art Director
Tell Tale Games - Cinematic Artist
Visual Concepts (2K Sports) - Cinematic Artist
Gloops/Nexon Mobile - Lead Technical Artist
Maxis/EA - Cinematic Scripter/3D Generalist
Tagged, Inc. - Lead 3D Artist
2K Marin - Cinematic Scripter
Mind-Control Software - Senior Artist/Lead Animator/Technical Artist
Havok (US) - Lead Technical Artist
Totally Games – Senior Artist/Lead Animator/Technical Artist
Planet Moon Studios - Lead Animator
Shiny Entertainment – Animator

ACADEMIC CAREER:
SEA Expression Center- Instructor of Game Design/Art	2018–2020
Academy of Art - Instructor & Curriculum Dev Animation	2004-2020
San Francisco Art Institute – Instructor of Animation	2004–2005
Linden Labs Project Sansar - Curriculum Developer	2015–2016
Speech Graphics Animations Systems - Curriculum Developer	2020-2021
Peach Pit/Pearson - Author/Designer of "Photoshop for Games"	2014
Drake HS San Anselmo - Head Mountain Bike Team Coach	2020-2021

SOFTWARE KNOWLEDGE:
Autodesk: Maya, 3DSMax, Mel, MotionBuilder, Mudbox, Blender, Rhino
Adobe: Photoshop, Substance Painter, AfterFX, Flash/Animation, Illustrator, Audition
Engines: Unreal, Unity 2D & 3D, Vicious Engine, Havok.
Educational: Canvas, Moodle, Edmodo, Blue Button,
MISC: ZBrush, Camtasia Studio, Sound Forge, Perforce, Jira, PowerPoint Confluence, MS Office, XL, Git, Word Press, Wix

OTHER RELATIVE SKILLS
Cinematography, Editing, Audio Recording and Editing, Advertising, Social Promotion, Recruitment, Public Speaking,

EDUCATION
University of Southern California MFA in Computer Animation
California Institute of the Arts Character Animation
Academy of Art San Francisco BFA in Sculpture

HOBBIES -
Mountain biking, playing soccer, coaching (my kid's) soccer, trail running, kayaking, camping & fishing, all things tiki related, spending time with my family, and drawing cartoons about tikis drinking.