

SHAWN NELSON

ANIMATION, GAMES,
FILM, DIGITAL
PRODUCTION

I am a skilled digital 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, Unreal, Unity, and a few others.

I am 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

INDUSTRY EXPERIENCE

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 Scriptor/3D Generalist
Tagged, Inc. - Lead 3D Artist
2K Marin - Cinematic Scriptor
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 EXPERIENCE

Current:

SAE - Instructor of Game Design/Art Since 2018

Previous:

Academy of Art - Instructor & Curriculum Dev Animation
San Francisco Art Institute - Instructor of Animation
Linden Labs Project Sansar - Curriculum Developer
Speech Graphics Animations Systems - Curriculum Developer
Peach Pit/Pearson - Author/Designer of "Photoshop for Games"
Drake HS San Anselmo - Head Mountain Bike Team Coach

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, SocialPromotion, 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 withmy family, and drawing cartoons about tikis drinking.

