**Shawn D. McCulley Senior 3d Artist/Animator** 169 Humboldt St. San Rafael, CA 94901

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**Professional Summary**

More than 18 years experience in the software industry as a 3d artist/animator, team leader and business owner.

Creative, dedicated and detail oriented person. Supervised and lead teams of artists to deliver high quality graphics and animations under tight deadlines for industry leading clients such as ICF Inc., EA/Maxis and Iwin.com. Problem solver. Proven ability to quickly assess and improve production processes cutting production time and costs.

**Art Skills**

3d modeling and texturing; 2d and 3d animation; Special FX; Web graphics and html; Video and sound editing; Actionscripting.

**Software Skills**

3d Studio Max 11-13, Flash, Photoshop, Premiere, Unity, Soundbooth, After Effects, Voice -O-Matic, Daz 3d

**Experience**

**ICF Inc.**

*Lead Artist/Animator (11/2011-Present)*

Job involves creating great looking and engaging simulations for military and government institutions using the Unity engine and various video formats.

*Accomplishments and assignments*

* Promoted to lead artist on MSAF project in charge of two critical simulations for the military. The simulations were very well received and resulted in extension of contracts.
* Modeler and animator for a video training series for the IRS. Put in charge of rendering and creating over 80 videos. Resolved a technical problem with rendering saving many man hours and ensuring the job was completed on time.
* Lead animator on a mediation simulation for the Air Force. Provided numerous gestures and facial expression animations for the avatars. Helped improve the animation play back in Unity resulting in a very well received simulation and a full year contract extension for the simulation.

**SDM Design**

*Owner(Freelance Artist (01/2005-Present)*

Worked on a wide variety of projects over the years from Flash presentations and web page design to complex 3d scenes created in 3d Studio Max for use in forensic animation and game asset production.

*Accomplishments and assignments*

* Lead artist and modeler for Forensic Animation Inc. Greatly improved the look of their animations, and developed art pipelines and process's to speed up production. This helped to lower the Clients costs and expand their client base.
* Flash artist for Iwin.com. Provided special FX for many of Iwin's high profile Facebook games. Titles include Family Feud 2 and $100,000 Pyramid. Created animated scenarios which helped develop the look and feel of the motion graphics for the games.
* One of the top freelancers on Guru.com. Have provided anything from Web design, Flash banners to 3d modeling and prototyping.

**Fluent Entertainment**, Novato CA

*Art Production Lead / Sr. Artist 10/2000-1/2005*

Responsible for art team working efficiently and effectively, hiring and managing contractors, training internal and external teams in art production processes, as well as creating many of the art assets.

*Accomplishments and assignments*

* Created mockup a new chess game for Disney which helped secure getting the go ahead to create Disney's Aladdin Chess Adventure.
* Created numerous complex backgrounds for Majestic Chess.
* Helped design an art production tool with the head of programming that saved 100's of man hours on the Chess Adventure project.

**Alpha Omega Productions, LLC** Berkeley CA

*Co– Founder & Co-Owner / Art Lead 4/1996 – 9/2000*

Founded art house with two other partners. Designed and created assets for leading game companies at the time such as Maxis, The Learning Company and Compaq.

*Accomplishments and assignments*

* Art lead on many projects. Met with clients, trained and managed employees.
* Created many landmark buildings from around the world for Sim City 3.

**Compaq**, San Bruno CA

*Contract Artist / Animator 9/1995– 3/1996*

Hired to help design and develop a 3d desktop to run on top of windows.

*Accomplishments and assignments*

* Tasked with coming up with different designs and animations for the for the 3d desktop
* Designed and created animated characters and activities for a children's product called Launch and Learn.

**Berkeley Systems**, Berkeley CA

*Artist / Animator 6/1993- 4/1995*

Joined this company as contract artist before earning a full-time position as junior artist working on various screen savers and other projects.

*Accomplishments and assignments*

* Worked on the After Dark Disney Screen Saver designing animated sequences for the Sorcerer's Apprentice.
* Designed backgrounds and animatons for Launch Pad, a children's desktop security program.

**Education**

**San Francisco St. University**, Bachelor of Arts Degree in Film,animation emphasis

**Pratt Institute**, Brooklyn NY, studying Film and Animation