

Shawn O'Donnell

3D Visualization Artist

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SKILLS

Digital Artwork: Modeling | Texturing | Painting | Concepts | Illustrations | Lighting | Rendering

Traditional Art: Concept Art | Thumbnailing | Sketching

Software: Maya | ZBrush | Substance Suite | Adobe Suite | 3DS Max | Simplygon | Blender

Scripting/Programming: Python | Mel

Game Engines: Unreal Engine 4 | Unity

Released Products: (VR) Windows 10 Mixed Reality | (AR) Hololens | (Mobile and PC) Zombie Crossy

EXPERIENCE

3D Visualization Artist

1/18 – Current

Redmond, WA.

- **Freelance** - Creating 2D/3D visual art for clients from game art to photo-realistic art, using PBR materials, modeling, texturing, rendering, lighting, level layout and design. Used for different platforms, AR, VR, Console and PC, 3D Print and Digital Services

3D Technical Artist

10/17 – 1/18

Redmond, WA.

- **Microsoft | QAnalysts - Windows 10 Mixed Reality and Hololens** - Creating Photo-realistic art using PBR materials, Modeling, Texturing, Rendering, Lighting, Level Layout and Design. Curating assets, working with outsourcing, optimizing processes.

3D Technical Artist

03/16 – 10/17

Redmond, WA.

- **Microsoft | HCL – Hololens Project** - Work on all aspects of art. Creating Photo-realistic art using PBR materials, Modeling, Texturing, Rendering, Lighting, Level Layout and Design. Curating assets, working with outsourcing, optimizing processes.

Founder | Developer | Artist

03/14 – 11/17

Mill Creek, WA.

- **UDead Games, LLC. - Released Title "Zombie Crossy"** - Started my own Indie Game Studio. Responsible for operating a studio with a small team, creating GDD, game content, prototyping, modeling, texturing, level layout design, conceptual design, programming, marketing, business development.

STE III

08/14 – 03/16

Redmond, WA.

- **Microsoft | Insight Global | HCL - HoloLens Project** - Worked with both software and hardware for the HoloLens. Creation and execution of test cases, manual testing, automation testing, and running experiments.

Geo Visual Data Specialist / Trainer

05/13 – 08/14

Bothell, WA.

- **Google | Randstad - Google Maps** - Responsible for training new hires on the processes needed to be an employee working on Google Maps, making sure that the maps work correctly for all devices.

Lead Environment Artist

05/12 – 05/13

Redmond, WA.

- **Mashiyu Studios, Inc. - Title "Anaria Online"** - Worked remotely with the team creating game aesthetics from conceptual phase to implementation in the engine and generated assets for the environment.

EDUCATION

The Art Institute of Seattle

Game Art / Design

2 ½ years

B.F.A.

ITT Technical Institute

Multimedia / Game Design

1 year

B.F.A.

Bellevue College

Digital Art / Animation

1 year

A.A.

PCDI | Ashworth College

Web / Graphic Design

2 years

A.A.