Shawn Nelson

Digital Arts Professional

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I am a seasoned digital arts industry professional with 15+ years of experience teaching technology, digital art, and design courses at the undergraduate and postgraduate levels. I have regularly supervised BA thesis and authored multiple in-class and online courses for several universities. I have contributed to the development of multiple programs and enjoy creating tracks that will net future jobs. Working as a talent professional for a major studio gives me an insight that most instructors don't have. I'm able to use this knowledge to better prepare my students for entering the working world.

TEACHING EXPERIENCE

I have a passion for inspiring creativity in my students, and I am committed to being a positive agent of change and diversity for my school community.

College of Marin, Graphic Design Instructor
JANUARY 2023 - PRESENT

Santa Rosa JC, VR Development Instructor
SEPTEMBER 2022 - PRESENT

University of Silicon Valley, 3D Digital Arts Instructor
MAY 2021 - PRESENT

SAE E'XPRESSION CENTER, Game Design & Art Instructor
MAY 2018 - SEPTEMBER 2022

LINDEN LABS: PROJECT SANSAR, Curriculum Developer
OCTOBER 2015 - DECEMBER 2016

ACADEMY OF ART, Digital Art Instructor & Curriculum Developer FALL 2004 - SPRING 2020

SAN FRANCISCO ART INSTITUTE, 3D Animation Instructor
FALL 2004 - SPRING 2005

KEY SOFTWARE SKILLS

Adobe Suite ★★★★★
AutoDesk Suite ★★★★★
Unity Engine ★★★★★
Unreal Engine ★★★★★
Canvas ★★★★★

CLASSES AUTHORED

- Intro. to 3D Modeling & Animation
- Games: Animation
- Introduction to Computer Graphics

CLASSES TAUGHT

- User Interface Design
- Art and Animation for Game
- Final Project Preparation
- Architectural Design and Modeling
- Character Rigging
- Game Development Capstone
- Game Feel and Juice
- Game Production 2 ,3 ,4A3D 468 v1, v2: Games: Animation
- ANM_205v1: Careers in Animation & VFX ANM
- 101 v2: Introduction to Computer Graphics for Animation
- WNM800 OL45: MS: Directed Study
- ANM105 v2: Computer Animation Production
- AE_29_OL1: Intro. to 3D Modeling & Animation

PROFESSIONAL EXPERIENCE

Cloud Chamber/2K, Talent Consultant (contract)

31st Union/2K, Talent Consultant (contract)

Target Tech Communications, Communications Consultant

Asylum Labs, Inc., Art Director

TellTale Games, Cinematic Artist

Visual Concepts/2K Sports, Cinematic Artist (contract)

Gloops/Nexon Mobile, Lead Technical Artist

Maxis/EA, Cinematic Scripter/3D Generalist (contract)

Tagged, Inc., Lead Artist

2K Marin, Cinematic Scripter (contract)

Mind-Control Software, Senior Artist/Lead Animator/Technical Artist

Havok (US), Lead Technical Artist

Totally Games, Senior Artist/Animator/Technical Artist

Planet Moon Studios, Lead Animator

Shiny Entertainment, Animator

EXTRA CREDIT EXPERIENCE

- Author/Designer of "[Photoshop for Games](#)"
- Head Coach of the Archie Williams High School Mountain Bike Team **2019 - PRESENT**
  Short Format Animator for Marin Wildfire Prevention
- Volunteer Support for MCBC
- Veterans Transition Support Volunteer
- Comic Artist

SOCIAL MEDIA CHANNELS

- [ArtStation](#)
- [Youtube](#)

ADDITIONAL SOFTWARE EXPERIENCE

- Motionbuilder
- Mud Box
- Blender
- Rhino
- Vicious Engine
- Havok
- Blue Button
- Moodle
- Edmodo
- ZBrush
- Camtasia Studio
- Sound Forge
- Perforce
- Jira
- Confluence
- GitHub
- Word Press
- MS Office & Google Suite

EDUCATION

University of Southern California
MFA - Computer Animation

California Institute of the Arts
AA - Character Animation

Academy of Art - San Francisco
BA - Sculpture