Scott Shirley

 **SCOTT SHIRLEY**

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***Objective***

*To gain hands-on experience in the digital entertainment industry to push my digital media skill set with a company which I can learn and grow with.*

***Proficiencies***

*Skills:*

* *Highpoly Modeling*
* *Lowpoly Modeling and LOD's*
* *UV Unwrapping with multiple channels*
* *Light Maps*
* *Hand Painted/Photo-sourced Textures*
* *Lighting and Compositing*
* *Rendering and Layer setup*
* *2D/3D Animation*
* *Material Shaders (UDK/ 3ds Max)*
* *Extremely self-motivated*
* *Comfortable in team/leadership environments*
* *Understanding of a production pipeline*

*Software:*

* *Autodesk 3Ds Max*
* *Autodesk Maya*
* *Audodesk Mudbox*
* *Good Sketchup*
* *Adobe Photoshop*
* *Adobe Dreamweaver*
* *Adobe Flash*
* *Pixologic Zbrush*
* *Unreal Development Kit*
* *Microsoft Office*

***Education***

*FurturePoly, Seattle, Washington*

*06/2011 – 09/2011*

*3d Environment Modeling*

*DigiPen Institute of Technology, Redmond, Washington
08/ 2009 – Present
Bachelors of Fine Art in Production Animation*

***Experience***

*Digital DNA*

*Character Animator - Environment Artist*

*Avatar animations for Xbox Indie Games*

*04/2011 – 06/2011*

***References***

*A full list of references will be provided upon request.*