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.