Shannon E. Farrens
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EDUCATION

Art Institute of Portland
Bachelor of Fine Arts
Game Art and Design
2006-2011

SKILLS

Low/High poly modeling, UV unwrapping, Texturing, Animation, Graphic design

EXPERIENCE

Flow Products
Animation Contract
Modeling and animation of patent tool design
Nov-Dec 2013

TOOLS OF THE TRADE

Maya, Photoshop, UV Layout Pro, Illustrator, UDK, 3ds Max, Pro Tools, zBrush

FURTHER QUALIFICATIONS

+Low poly asset modeler
Development of multiple games through rapid prototyping and production
Winter 2011

+Concept artist, graphics, storyline
Led a team of 6 classmates to develop a conceptual video game
Winter 2009

ADDITIONAL INFO

3d artist, guitar player, song writer, fisherman, outdoor enthusiast video gamer