

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,
Image manipulation, Illustration, Digital sculpting

EXPERIENCE

JLink

Logo Contract

Logo partial redesign and mastering, vectorization of other logo designs

May 2015

Flow Products

Animation Contract

3d modeling, lighting, and animation of patent tool design

Nov-Dec 2013

**TOOLS OF
THE TRADE**

Maya, Photoshop, UV Layout Pro, Illustrator, UDK, Unity, 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/2d artist, guitar player, song writer, fisherman, outdoor enthusiast
video gamer

