

Shaun Kessler

3D Artist

Shaun Kessler

2218 Bond Avenue
Drexel Hill, Pa 19026
(610) 547-9735

Kessler@TheArtofKessler.com

TheArtofKessler.com

[LinkedIn.com/in/kesslershaun](https://www.linkedin.com/in/kesslershaun)

Artstation.com/artist/shaunkessler

Skills

PC Systems: Microsoft Windows, PC system hardware, Bios configuration & flashing, intermediate desktop networking, Hardware component specs & knowledge, Hardware and system maintenance.

Adobe Creative Cloud: Illustrator, Photoshop, Dreamweaver, Flash/Animate, Premiere Pro, After Effects, InDesign

Graphics Software and Specialities: Pixologic ZBrush, Autodesk 3DS Max, Autodesk Maya, Intermediate Character Rigging, Poly Modeling, Digital Sculpting, Character Retopology, High Poly to Low Poly workflow, 2D & 3D Character Animation, UE4 Blueprints, Intermediate Lighting, Texture Painting.

Unemployment Gap 2009 - 2018

Due to a sudden death, I had to take time away from working to focus on family and my own mental health. I had severe anxiety which developed into PTSD. Once I started to get better, I took the time to become proficient in 3D Modeling and Sculpting as well as brush up on my Character Animation.

I am currently ready, eager, and available to return to working full time.

Experience

Wildbrain Animation / Vector Artist

2009, West Hollywood, CA

Cleaned up existing designs. Took characters from bitmap designs and into vector to be animated. Provided various iterations of each design for the client.

Ingeni Studios / Vector Artist

2008 - 2009, Cambridge, MA

Animated characters and all assets. Illustrated and designed characters, items, and UI for virtual worlds. Implemented assets into game via XML.

Animax Entertainment / Vector Artist

2007, Culver City, CA

Designed and shaded key asset props in flash for online game. Stuck to a rigid deadline schedule with the studio while working remotely. Built Character Libraries for television series currently in production. Took characters from design to finished build: fully colored, inked, setup, and ready to be animated.

Curious Pictures / Intern

2005, New York, NY

Designed and shaded key asset props in flash for online game. Stuck to a rigid deadline schedule with the studio while working remotely. Built Character Libraries for television series currently in production. Took characters from design to finished build: fully colored, inked, setup, and ready to be animated.

Education

Art Institute of Philadelphia / Bachelors of Science

2001 - 2005, Media Arts & Animation