

Thomas Shaw

3D / DIGITAL ARTIST

CONTACT INFORMATION:

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SKILLS PROFILE

- Experience creating actual game assets:
- Excellent traditional artist – specializing in rendering human/organic forms.
- Trained in the use of Softimage XSI and 3Dstudio MAX as well as various supporting Adobe products
- Proven track record in working in a team environment (see employment history)
- Passionate gamer! Started playing with Pong and the Atari 2600.

FAVORITE GAMES

God of War, Shadow of Colossus, Ico, Resident Evil 1 and 2, Final Fantasy 7, Silent Hill 1, Half Life 2, Metal Gear Solid, Castelvania, ElderScrolls:Oblivion

EDUCATION

Henry Cogswell College, Everett WA.

April 2003 – April 2006

I have a B.A. in Digital Arts with a focus on 3D modeling and animation.

For my senior project, a small team of myself and three others created an original 3D game called "FringeWorld".

In addition to 3d training, I have studied and learned scriptwriting, storyboarding, traditional camera and lighting techniques. I have also received basic training in classic 2D animation from award winning animator, Tony White.

EMPLOYMENT HISTORY

Earthwave Studios– Animator

May 2007- Present

A small indie game developer working on an RPG

- Mainly animating other people's characters.
- Company is based in Germany. I telecommute via Instant Message, email, and weekly chat meetings.

Express Entertainment – Torque Game Engine Consultant.

July 2007-September 2007

Start-up company needed someone familiar with the Torque Game Engine.

- Taught employees to use the Torque Game Engine.
- Taught employees how to create assets for games- texturing, low-poly modeling, etc.

Publicis, Seattle – Studio Artist

January 2001-June 2002

Seattle's largest advertising agency

- Handled formatting and production of various electronic documents that needed to be printed in color.
- Worked in extremely busy studio with tight deadlines. Teamwork was vital.