

Shannon Clark

3D Artist and Illustrator

Based in : Los Angeles, CA (remote work)

smc3d.sc@gmail.com

Online Portfolio: www.shannon-clark.com



SKILLS

Photoshop, Illustrator, After Effects

3DS Max, Maya

Traditional background layout for animation

Reading/Cleaning AutoCAD Files/ Arc Drawings

Microsoft Office

Fast and Efficient Learner

Works Well Unsupervised

Mindful With Project Foresight

EXPERIENCE

Internship, Prevalent Entertainment, Inc. - 3d Props And Assets Jan 2013

- A Ferragamo Fairy Tale: White Shoe <https://youtu.be/Nealxkw1xqs>

Student Ran Red Giant Productions/Game Wizards 2010 - Nov 2012

- Steam - Used Photoshop To Create "Steam-Punk" Style Backgrounds
- "Taxidermy Heads" - 2d Concept, 3d Model/Lighting/Texture
- "Stranded" - Concept, 3d Environment, Texture, Lighting
- "Victim" - August 2010 A Game-Mod That Was Nominated For Best Udk Game Of The Year In The 2010 Indiedb Awards - Designed Background Graphics

Edmc: The Art Institute Of California – Los Angeles: Library - Dec 2012 - Mar 2013 - Library Aide - Developed Organization skills

J Bullock and Associates MAY 2013 - Current

- 3D artist
- Architectural Illustrative Modeling based off CAD drawings, Photoshop Illustration, Interior Design, 3D landscaping/Lighting/Texturing

AHA Image Group MAR 2022 - Current

- Freelance 3D artist
- Architectural Illustrative Modeling based off CAD drawings

EDUCATION

The Art Institute Of California – Los Angeles- Mar 2013

Bachelor Of Science,Media Arts And Animation

-Student Activities Council

-Best Of Quarter - 2d Animation - "Santa Baby." <https://youtu.be/Xxpqvp7nwau>