|  |  |  |
| --- | --- | --- |
| **Holly Sheppard** |  | **www.hollysheppard.com** |
| ***1544 E. Ivyglen St. Mesa AZ*** | ***505.412.3979*** | [***holmeyer@gmail.com***](mailto:holmeyer@gmail.com) |

**OBJECTIVE**

To work with a team of motivated individuals creating a seamless blend of creative art and entertainment. Looking for close team camaraderie and highly imaginative, yet challenging work.

**SKILLS**

|  |  |
| --- | --- |
| **Autodesk 3ds Max** | Modeling, Texturing, Lighting, Animating | **Adobe Illustrator** | Illustrating, Designing |
| **Adobe After Effects** | Motion Graphics, Editing, Compositing | **Zbrush** | High-poly Modeling |
| **Adobe Photoshop** | Design, Texturing, Painting, Retouching | **Unity** | Game Development |

| Microsoft Office Suites | Adobe CC | SmartSVN | Perforce | Bink Video | MediaEncoder |World Machine | | SpeedTree | FumeFX | TrapCode Suite | Particle Illusion | Arnold | CoolSigns | Element 3D |

**WORK EXPERIENCE**

***Sr. Game Artist* | Scientific Games | Scottsdale, AZ | Nov 2012 - April 2020**

• Produce high quality 2D & 3D graphics and animations for slot machines and signage

• Implement technical art into game engines, integrated assets into game engine

• Collaborate with graphic artists and engineers to bring initial concept into a working game

• Manage art assets and renderings

**Game Credits**

Blazing X - Asia | Blazing X - Las Vegas | Cirque du Soleil AMALUNA | Cirque du Soleil KOOZA | Goldslinger Hot Hands | Goldslinger Tumblin' Dice | Imperial Treasures | It's Electric | Triple Quick Hit Black Gold | Triple Quick Hit Blazing 7s | Triple Quick Hit Black & White | Twin Fire Frenzy | Twin Fire Fireball Frenzy | Twin Fire Freedom Frenzy | Winning Hearts | ZZ Top "Live from Texas"

***Freelance Environment Artist* | SupaSupa Games | Phoenix, AZ | Nov 2011 - July 2012**

• Create track layouts, models, and textures • Create environment set pieces

**Shipped Game Credits**

*SupaSupa Cross - (iOS, Android)*

***Environment Artist* | THQ Digital Studios /Rainbow Studios | Phoenix, AZ | Dec 2005 - Aug 2011**

• Create 3D models, textures, lighting, and collision for in-game environments

• Create textures, bump maps, and realistic erosion/detail for deformable terrain system

• Help to establish style goals and pipelines and create methods of best-practice in creating artwork

**Shipped Game Credits**

*MX vs ATV Alive (XBox 360, PS3)* | *MX vs ATV Reflex (XBox 360, PS3)* | *MX vs ATV Untamed (XBox 360, PS3)* | *Deadly Creatures (Wii)* | *Doods Big Adventure (Wii)* |

***Environment Artist*** **| Los Alamos National Laboratory- VISIT Project N-4 | Los Alamos, NM | May - 2004 - Dec 2005 (summer, school breaks)**

• Model, map, and texture realistic 3D models for the Unreal Engine

• Work closely with artists and coders to create digital representations for use in security simulations, government training, real-time simulations, and other government-sponsored work

**EDUCATION**

**Bachelor of Arts Degree in Multimedia** University of Advancing Technology | Tempe, AZ | April 2005