

Shawn P. Kawa

VFX/Fine Artist for Games and Movies

Los Angeles, CA

see attachment in email for current work

<http://kawaart.com>

<http://www.soundcloud.com/kawa>

SKILLS & SPECIALTIES

Digital Art

- Proficient in multiple gaming software:
 1. Unreal engine 3/4/5 (11 years experience)
 2. Niagara
 3. Unity (7 years experience)
 4. Ember gen
 5. Autodesk Maya
 6. Autodesk 3ds Max
 7. Deep Paint 3D
 8. Adobe Photoshop
 9. Adobe After Effects
 10. Adobe Premiere Pro
 11. various in-house software and game engines
- 21 years of VFX experience, 8 years lead VFX experience
- Experienced with scheduling VFX task list in general and for teams
- Fluent with any node based material writing and Vertex Animated Textures.
- Experience in VFX film and movie techniques including composition, 3d rendering and fluid software
- Fluent with many "in-house" scripting.
- Experienced working many platforms including 360 Xeon, Wii, Xbox, play station, PC, switch,, IOS, VR, and AR.
- Experienced working with programmers to develop new tools and software
- Worked on 13 different game titles, 9 of which shipped
- Quick to learn new software; usually begins making in-game FX for a project within 1-3 weeks
- Works well as part of a team; creative and fun to work with
- Digital photography and image digitizing as well as concepting

Traditional Art

- Shown artwork in several galleries in San Francisco and Chicago
- Excellent traditional art skills including drawing and painting using various media
- 31 years of Martial Arts training with 7 years teaching experience

- Experience with music production and DJing
- Runs Peoplemover promotions/record label

PROFESSIONAL EXPERIENCE

Niantic Labs Los Angeles, CA (Formally seismic games)

July 2018 – July 2023

Senior Effect Artist

Spellslingers (A mobile device card game based off of Magic the Gathering)
used unity and ember gen to make FX for the game

- Created and Concept real time in-game effects with unity
- wrote complex shaders in shader forge

unreleased experimental mixed reality games

- Created real time in-game effects and sounds for the projects including 2 unreal projects including Niagara.

Seismic Games Los Angeles, CA

Feb 2017 – July 2018

Lead Effect Artist

Blade Runner: Revelations (A mobile VR Game)
used unity and after FX to make FX for the game

- Created real time in-game effects with unity
- Created video clips in after FX for video billboards and displays

Skydance interactive (Formally The Workshop Entertainment, Inc.), Los Angeles, CA

Jan 2016 – April 2017

Senior Effect Artist

ArchAngle (VR game)
made all the VFX for game in unreal

Pwnd (amazon lumberyard First person Arena shooter DEMO)

- Created real time in-game effects for Amazon's Lumberyard GDC Demo, PS4 Production included modeling, concept, texturing, and particles and dynamics using Maya, Max, Photoshop in Lumberyard engine.

The Third Floor Inc., Los Angeles, CA

June 2015 – Jan 2016

Senior Effect Artist (Contract)

Suicide Squad (warner brothers)

Previs for Suicide Squad Feature Film used Unreal,niagara and after FX

The Workshop Entertainment, Inc., Los Angeles, CA

Jan 2014 – June 2015

Senior Effect Artist

The Evil within (Xbox One, PS4)

- Created real time in-game effects for next generation hardware Xbox One, PS4 Production included modeling, concept, texturing, and particles and dynamics using Maya, Max, Photoshop in ID engine

Warner Brothers Games, Chicago, IL

June 2008 – May 2012

Senior Effect Artist

Batman: Arkham City Lockdown (iOS)

- Tech direction on effect shots
- Concept effects
- Created real time in-game effects and rendered cinematics; Production included modeling, concept, texturing, and particles and dynamics using Maya, Max, in-house, Photoshop and Shake, Unreal engine

Mortal Kombat 9 (PS3, Xbox 360, PSVita, PC)

- New gen title with Unreal engine
- Tech direction on effect shots
- Concept effects
- Created real time in-game effects and rendered cinematics; Production included modeling, concept, texturing, and particles and dynamics using Maya, Max, in-house, Photoshop and Shake, Unreal engine

Mortal Kombat vs DC Universe (PS3, Xbox 360)

- New gen title with Unreal engine
- Tech direction on effect shots
- Concept effects
- Created real time in-game effects and rendered cinematics; Production included modeling, concept, texturing, and particles and dynamics using Maya, Max, in-house, Photoshop and Shake, Unreal engine

Yager Development, Berlin, Germany

July 2007 – April 2008

Lead Effect Artist

Spec Ops: The Line

- Worked on an unreleased third-person shooter new gen title with Unreal engine
- Scheduled effects task list in general and for the team
- Tech direction on all effect shots

- Created real time in-game effects and rendered cinematics; Production included modeling, concept, texturing, and particles and dynamics using Maya, Max, in house, Photoshop and Shake, Unreal engine
- Helped develop tools with programmers later used by the team for in-house production

Activision, San Mateo, CA

Sept 2004 – Jan 2007

Lead Effect Artist

Xmen: The Official Game (PS3, Xbox 360) ***Shrek the Third*** (Xbox 360, PC, Wii, PS2, PSP, NDS, GBA, iOS)

- Scheduling effects task list for Shrek 3
- Tech direction on effect shots
- Created real time in-game effects and rendered cinematics; Production included modeling, concept, texturing, and particles and dynamics using Maya, in house, Photoshop and Shake.
- Helped develop tools with programmers later used by the team for in-house production

Mondo Media, San Francisco, CA

May 2004 – Sept 2004

Full Time Freelance

Cinematics for Age of Empires III

- Created effects for rendered cinematics for Age of Empires III; Production included effects for musket gunfire to environmental effects using Maya and Shake

Electronic Arts, Redwood City, CA

Jan 2003 – May 2004

Effects Animator

The Lord of the Rings: Return of the King (PS2, GameCube, Xbox, GBA, PC), ***Lord of the Rings Role Playing Game*** (NDS, PC, Xbox 360, PS3)

- Created real time in-game effects and rendered cinematic's Production included modeling, texturing, and particles and dynamics using Maya, in house, Photoshop and Shak
- Helped develop tools with programmers later used by the team for in-house production

Tremor Entertainment, Burbank, CA

Feb 2001 – Sept 2002

Effects Animator

Unseen (Xbox)

- Created real time in-game effects and rendered cinematics
- Production included modeling, texturing, lighting, and particles/dynamics, using 3D studio Max, Photoshop and combustion

Bright Light Productions, Online

Jan 2002 – Aug 2002

Lead Textures Artist

- Worked on a team developing a first person shooter game
- Painted textures for the environments within the game
- Modeling and lighting levels

Digital Dust, Detroit, MI

May 2000 – May 2001

Lead Artist

Landcruising

- Worked with a team on the animated short "*Landcruising*"
- Played an integral part in the conception of the script and storyboarding
- Worked on concept drawings, modeling, texturing, lighting and animation
- Created all of the particle and dynamic effects for the entire piece

College for Creative Studies, Detroit, MI

Aug 2000 – Aug 2001

Lead Texture Artist

- Tutoring and workshops in Maya and Photoshop
- Instructor of Maya and 3D Studio Max classes

Destination Earth, LLC, Detroit, MI

Feb 2000 – May 2000

Lead Texture Artist

Second Chance

- Worked in the art department painting props and creating sets for "Second Chance"

EDUCATION

College for Creative Studies, Detroit, MI

- Animation and Digital Media, 4 years

St. Clair Community College, Port Huron, MI

- Fine Arts, 2 years

GALLERY SHOWINGS

- Slaymaker Gallery, September 25th, 2010, Chicago, IL
- Black Walnut Gallery, September 2008 Chicago, IL
- Fenario Gallery, January 2007 Eugene, OR 97401
- Modern Eden Gallery, Current, San Francisco, CA