

# Shon Stewart

Lead Animator at Obsidian Entertainment

ShonStewart@yahoo.com

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## Summary

15 year of Animation and game development experience. My portfolio website can be found here:

<http://www.shonstewart.com/>

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## Experience

Lead Animator at Obsidian Entertainment

March 2011 - Present

- Pillar of Eternity 2: Dead Fire (2018) <https://eternity.obsidian.net/> - Team Size 5. I worked on POE2 for 6 Months.
- Tyranny (2016) - Team size 4. I was on the project from start to finish.
- Pillars of Eternity (2015) – Team size 6. I only worked on POE for about 6 months.
- South Part: The Stick of truth. (2014) - My Team was composed of 18 people. This included Producers, Character Artists, and Animators. I was on project from the very beginning to the very end.

Senior Animator at Obsidian Entertainment

August 2005 - March 2011 (5 years 8 months)

- Fallout: New Vegas (2010) <http://www.FalloutNewVegas.Bethsoft.com>
- Alpha Protocol (Shipped in 2010) <http://www.alphaprotocol.com>
- Neverwinter Nights 2 (Shipped in 2006) <http://www.atari.com/nwn2/US/index.php>

Animator/Environment Artist at Legacy Interactive

April 2004 - August 2005 (1 year 5 months)

- Law and order 3: Justice is Served (PC Adventure Game)
  - Law and order: Criminal Intent (PC Adventure Game)
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## Skills

Primary Skills: 3D Animation and Game Development

Supplementary Skills: 2D Animation, Motion Capture Directing and data clean up, Animation systems development, Mentoring and training, Team development and organization.

Software knowledge: Maya, 3d Studio max, Adobe After Effects, Adobe Flash, Motion Builder, Unity, Unreal Engine 4.

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## Education

Art Institute of California - LA

BS, Media Arts and Animation, 2001 - 2004

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