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Shipped Games:

The Outer Worlds

The Outer Worlds 2

Fallout: New Vegas

Pillar of Eternity

Pillars of Eternity 2

South Park: The Stick of Truth

Tyranny

Alpha Protocol

Never Winter Nights 2

Law & Order: Criminal Intent

Law & Order: Justice is Served

Shon Stewart

Animator 20+ years of experience

Laguna Niguel, California, United States

Summary

I am an Animator. In addition to animating directly, I have experience hiring, training, and leading animators. I've been lucky enough to have spent most of my career helping to make amazing RPGs with Obsidian Entertainment.

I'm currently looking for new opportunities. Hit me up if you want to chat.

Experience

Obsidian Entertainment

Animator/Lead Animator/Associate Director

2005 - 2026 (21 years 5 months) Irvine, CA

The Outer Worlds (2019) & The Outer Worlds 2 (2026)

- Designed and Implemented the Animation systems of The Outer Worlds 2.
- Managed Animation teams ranging from 10-30 Animators.

South Park: The Stick of Truth. (2014)

- Worked directly with Matt Stone and Trey Parker to develop the first South Park video game that matched the show's art style 1-to-1.

Fallout: New Vegas (2009)

- Animated the Securitons, Cazadores, and Giant Mantis of the Mojave Wasteland.
- Developed the look of the Securitons that were eventually featured in the Fallout TV adaptation on Amazon Prime.

Alpha Protocol (2009)

- Created a conversation system that is highly regarded by fans, as well as contributed heavily to the cult following that the game maintains to this day.