# Shaun Stephenson | 3D Artist
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## Professional Experience

**MAGIC LEAP (Oct 2016 – present)**
3D Generalist (Tech art – UE4 / Unity development including UE4 blueprint work and asset
Modelling / texturing / optimization / LODs in Maya / ZBrush / Substance Painter)

**Freelance 3D Artist (Oct 2014 – May 2016)**
**Reason for leaving: Studio layoffs.**
*Fractured Space' (Steam / PC) Senior Artist*
High and low poly modelling / design (hard surface), PBR shader work and texturing (Unreal Engine 4)

**Ringling College of Art and Design (spring semester, Jan-Aug 2014)**
Instructor in 3D Modeling for Games (Junior and sophomore) and Programming for Artists (MEL/Python, sophomore)

**N-SPACE Inc., Senior Environment Artist (June 2013 – Oct 2013)**
**Reason for leaving: Project cancelled, team layoffs.**
*Senior Environment / Technical Artist. L*ayout and environmental modelling in UE3. Texture and shader work. Scene optimization.

**DIGITAL DOMAIN FLORIDA, 3D Modeler and Visual Development (16th April '12 – 7th Sept '12)**
**Reason for leaving: Entire studio closed due to lack of funding. Entire staff laid off.**
*The Legend of Tembo, digital animated feature*
Creation of low to medium detail environments and sets from a combination of concept art and real world reference.
Research for environments and working with art director / movie director / VFX Supe. Basic VFX work. Assets dev.

**KABAM, Lead Artist (19th Dec '11 – 6th April '12)**
**Reason for leaving: Publisher cancelled project and no further 3D work was available.**
*Military themed social media game (Lead 3D Artist / 3D Modeler/texture artist / MEL scripting)*
Running environment art department including art reviews and scheduling. Outsource management. Modeling / texturing
of high res pre rendered military & architectural assets. MEL scripting work.

**INDUSTRIAL LIGHT & MAGIC / LUCAS ANIMATION, Hard Surface Modeller / Pre-Production Artist (30 Jun '08 – 16 Dec '11)**
**Reason for leaving: Contract term completed.**
*Strange Magic (2015): Pre production modeller and rigger*
*Red Tails (2012): Hard Surface Modeller*
*Star Tours: The Adventures Continue (2011): Hard Surface Modeller / Texture Painter*
*Transformers 3 (2011): Hard Surface / Character Modeller*
*Rango (2011): Hard Surface Modeller / Texture Painter*

**LUCASARTS SAN FRANCISCO, Senior Environment Artist & LEAD ARTIST (04 Dec '06 – 27 Jun '08)**
**Reason for leaving: Studio went through mass layoffs and I was offered transfer to ILM.**
*Star Wars: The Force Unleashed (XBOX 360, PS3) Senior Environment/Level Artist*
*Fracture (XBOX 360, PS3): Additional cutscene / cinematics work*
*New IP - cancelled (XBOX 360, PS3) Lead Environment Artist*

**IRRATIONAL GAMES BOSTON, LEAD ARTIST (29 May '06 – 09 Nov '06)**
**Reason for leaving:  Job not as described. No family visa assistance.**
*Bioshock (XBOX 360, PC) Lead Artist*
Leading and directing the environmental art team. Scheduling and tracking of character and animation teams. Technical
guidance, scene optimisations and sign off. Working closely with producer, technology team and AD to ensure quality,
adherence to direction/schedule and technical restrictions. Suggestion and implementation of pipeline features.

**UBISOFT MONTREAL, TECHNICAL ART DIRECTOR & LEAD ARTIST (14 Sept '04 – 19 May '06)**
**Reason for leaving: Career progression.**

*Open Season (PS2, XBOX, GC, PC) Technical Art Director / Lead Artist*

Map planning/technical design, technical analysis and optimisation. Technical guidance, pipeline development. Platform specific optimisations. Planning, scheduling, artistic direction, bug tracking, training, modelling and art maintenance. Attended "Coaching and Leadership" management training course

*Splinter Cell: Chaos Theory (PS2, XBOX) Art Team Lead*

Art team management, performance evaluations, scheduling, debugging and technical problem solving/optimisations. Artistic decisions with creative director, daily art reviews. Attended "Competency and Performance Management" training and "3DS Max training, Intermediate Level"

**ELECTRONIC ARTS UK, SENIOR MODELLER & TECHNICAL ARTIST (08 May '00 – 11 Aug '04)**
**Reason for leaving: Career progression.**

*Harry Potter and the Prisoner of Azkaban (PS2/XBox/GC) Senior Technical Artist*

Lighting pipeline R&D, artist training. Analysis / report writing on current / proposed pipelines. MEL scripting and FX / shader scripting. Some modelling / texturing tasks. Scene optimisation. Assisting with direction of EA worldwide development of lighting pipelines / systems.

*SHOX (PS2) Senior Artist*

Senior world modeller. Track & multiplayer design work. PS2 specific scene optimisations.

*F1 Career Challenge, F1 2002, F1 2001, F1 Championship Season 2000 (PS2 / PC / XBOX / GC) Senior Artist*

Senior world modeller / TA. Working with external studio (implementation, training issues). Hardware specific optimisations. Track & scenery models, track population, procedural barrier layout. Assisted in development of texture compression tools for art team. Attended courses in MEL script, Houdini, colour theory, cameras and lighting.

**REFLECTIONS UK, SENIOR ARTIST (Sept '95 – May '00)**
**Reason for leaving: Career progression.**

*Driver, Driver 2 (PS2 / PC) Senior Artist*
*Steam (PS1 / PC) Senior Artist*
*Nascar (PS1)  Modeller*
*Monster Trucks (PS1 / PC)  Modeller*
*Destruction Derby 2 (PS1 / PC)  Modeller*

# Skills

Maya, basic 3DS Max, ZBrush, basic Houdini
UE 4 / PBR workflow, blueprint development
Basic Unity and C# scripting
Substance Painter, dDo, xNormal, Photoshop
Perforce, Tortoise SVN, Alien Brain, Jira, Confluence
MEL script, Python, C/C#

# Qualifications

**University of Teesside, UK**
Higher National Diploma in Computer Science (1990)
BSc Information Technology (with technical options) 2:1 (1993)
MSc Computer Graphics Technology (artistic & technical studies – distinction level) (1995)

# Work authorisation

UK / US joint citizenship