

Shawn Kirsch - *Technical Artist*

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Objective

To work for an entertainment company which utilizes my skills as both a scientist and an artist.

Education

Bachelor of Arts in Computer Science - Dec 2009
University of North Carolina at Charlotte, Charlotte, NC
Certificate of Game Design and Development/Studio Art Concentration
In Major GPA 3.3/4.0

Skills

Quick learner and excellent problem solver
Facilitator of interdepartmental communication
Training artist workflows and documenting tools
Quickly learn new languages
Full understanding of the content pipeline
Streamlining art pipeline and eliminating process bottlenecks

Software

Languages: Python, Javascript, HLSL, CG, C#, Java, C++
3D: Maya, Blender, XSI
2D: Photoshop, MapZone, Illustrator
IDE's: Visual Studio, WingIDE, Adobe Extendscript Toolkit, FX Composer, Unity, Komodo
Other: Microsoft Dreamweaver, Microsoft Office Suite, After Effects, Subversion, Mantis

Artistic

Traditional Art – covering life-drawing, painting, comics, b/w photography
Strong eye for composition and color

Experience

Technical Artist | Rocket Gaming Systems | Jan 2011 - Present
Liason between the art and development team. Responsible for streamlining the content pipeline in Python. Writer of tools for adobe products.

Photoshop instructor | UNCC | Summer 2010
Taught a group of 9th graders the basics of Adobe Photoshop from the ground up, as well as teaching them how to color comics using techniques used by the comic industry.

Lab Assistant | GameToLearn | Aug 2009 – Dec 2009
Designed a system and preformed benchmark tests for a future visualization program. Worked on the system with two PhD students. Developed the web app in Java's graph library JUNG, and also completed a design document for future students.

Research Assistant | Game Intelligence Group | Aug 2008 - June 2009
Worked under a DARPA grant as technical artist, 3D modeler, and texture artist under 3 PhD students. I modeled and entire city for a game environment simulations. Wrote software for a level editor, wrote shaders and scripts for Maya in to streamline the art pipeline.

NSF Undergrad Research Recipient | Game Intelligence Group | Summer 2008
Worked under a NSF grant to develop a fire fighter simulation game. Created a neighborhood in Maya, and wrote a level editor system for our next project.