


# Shane O'Shea - 3D Digital Designer

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## EDUCATION

Rochester Institute of Technology  
Rochester, NY - Graduation: May 2017

- Major Study: 3D Digital Design (BFA)
- Deans List Fall 2013, 2014 & 2015
  - Deans List Spring 2015 & 2016
  - RIT Chapter SIGGRAPH Club Member

Blackstone Valley Regional Vocational  
Technical High School  
Upton, MA - Graduation: May 2013

- Vocation Program: Information Technology
- National Technical Honor Society
  - National Honor Society

## EMPLOYMENT HISTORY

3D Equipment Lab Assistant   <i>Computer Operations, Rochester, NY</i> <ul style="list-style-type: none"><li>• Managing and tracking functionality of lab equipment for other students.</li></ul>	Aug 2016 - Present
Jr. Producer 3D Specialist Intern <i>Graphic Creative, San Diego, CA</i> <ul style="list-style-type: none"><li>• Working on modeling, texturing, environment and video editing creative projects for clients.</li></ul>	May 2015 - Sept 2015
Customer Service Representative <i>Target, Millbury, MA</i> <ul style="list-style-type: none"><li>• Cashier, sales &amp; inventory control and merchandising responsibilities.</li></ul>	Oct 2012 - Present
Rochester Institute of Technology Tour Guide. <i>Tour Operations, Rochester, NY</i> <ul style="list-style-type: none"><li>• Tour RIT prospective students, alumni and staff formally around housing and campus departments. Social Media Team Member.</li></ul>	Nov 2013 - Present
Rochester Institute of Technology Telefund Operator, <i>Telefund Office, Rochester, NY</i> <ul style="list-style-type: none"><li>• To build rapport and collect funds from RIT's alumni, parents and friends.</li></ul>	Jan 2014 - Jan 2015

## SOFTWARE PROFICIENCY & QUALIFICATIONS

<ul style="list-style-type: none"><li>• Maya</li><li>• iPiSoft Studio Suite</li><li>• 3D Coat</li><li>• Substance Painter</li><li>• Substance Designer</li><li>• Marmoset Toolbag</li><li>• PhotoScan Pro</li></ul>	<ul style="list-style-type: none"><li>• Houdini</li><li>• Motion Capture Cleanup</li><li>• VEX Code</li><li>• Mantra Renderer</li><li>• RealFlow</li><li>• Python &amp; MEL Scripting</li><li>• Mental Ray / RenderMan</li></ul>	<ul style="list-style-type: none"><li>• ZBrush</li><li>• Mudbox</li><li>• Nuke</li><li>• After Effects</li><li>• Keyshot</li><li>• Arnold</li><li>• Speedtree</li></ul>	<ul style="list-style-type: none"><li>• Photoshop</li><li>• Lightroom</li><li>• CrazyBump</li><li>• CompTIA A+ Certified</li><li>• OSHA Certified</li><li>• Unreal Engine</li></ul>
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## PROJECTS

3D Printing Activism <i>Commissioned - zBrush, Maya, Acrobat 3D</i> <ul style="list-style-type: none"><li>• Commissioned by Morehshin Allahyari of the Autodesk Pier 9 Program to replicate statues destroyed by ISIS at the Mosul Museum in Iraq.</li><li>• Specific responsibilities involved looking at reference images of the pieces prior to their destruction and replicating form and detail by sculpting the whole statues from all angles as accurately as possible.</li><li>• Design book cover and add 3D turntables for a PDF version of the 3D Activists Cookbook.</li></ul>	Mar 2015 - Dec 2016
Sustainability Project <i>Team Project - Maya, Photoshop, After Effects, Coda 2, Unreal Engine</i> <ul style="list-style-type: none"><li>• Transformed board game by the company Lab Aids into full 3D interactive environment concept to help make more accessible for students.</li><li>• In charge of designing 2d concepts, making 3D assets and programming interface settings for the online game idea.</li></ul>	Jan 2015 - May 2016