


Shane O'Shea - 3D Digital Designer

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EMPLOYMENT HISTORY

Junior. 3D Visual Artist Jun 2017 - Present
Wayfair, Boston, MA

- Creating photorealistic renders of products on Wayfair's website. Combination of Vray, 3ds Max & Marvelous Designer. Key duties include set dressing, model & texture fixes, plus Vray lighting & rendering.

SIGGRAPH 2017 Student Volunteer Jul 2017 - Aug 2017
ACM SIGGRAPH, Los Angeles, CA

- Assist computer graphics conference in running smoothly.
- Key duties: helping attendees around, and use interactive technology

RIT Social Media Team - Student Ambassador Aug 2015 - May 2017
Admissions, Rochester, NY

- Managing and tracking functionality of lab equipment for students.

Junior Producer 3D Specialist Intern May 2015 - Sep 2015
Graphic Creative, San Diego, CA

- Working on modeling, texturing, environment and video editing creative projects for clients.
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EDUCATION

Rochester Institute of Technology - Major: 3D Digital Design (BFA) Graduation: May 2017
Rochester, NY

- Deans List Fall 2013, 2014 & 2015, Spring 2015 & 2016
 - RIT Chapter SIGGRAPH Club Member
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SOFTWARE PROFICIENCY

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|----------------------|--------------------------|-----------------|------------------------|
| • Maya | • Houdini | • ZBrush | • Photoshop |
| • 3ds Max | • iPiSoft Studio Suite | • Mudbox | • CompTIA A+ Certified |
| • Marvelous Designer | • Motion Capture Cleanup | • Nuke | • OSHA Certified |
| • Vray | • VEX Code | • After Effects | • Unreal Engine |
| • Substance Painter | • Mantra | • Lightroom | • Speedtree |
| • Substance Designer | • RealFlow | • Keyshot | • 3D Coat |
| • Marmoset Toolbag | • Python & MEL Scripting | • Arnold | • CrazyBump |
| • PhotoScan Pro | • RenderMan | • Mental Ray | |
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PROJECTS

3D Printing Activism Mar 2015 - Jun 2017
Commissioned - zBrush

- Commissioned by Morehshin Allahyari of the Autodesk Pier 9 Program to replicate statues destroyed by ISIS at the Mosul Museum in Iraq.
- 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.
- Design book cover and add 3D turntables for a PDF version of the 3D Activists Cookbook.

3D Additivist Cookbook Sep 2015 - Dec 2016
Commissioned - zBrush, Maya, Acrobat 3D

- Commissioned by Morehshin Allahyari of the Autodesk Pier 9 Program.
- Design book cover and add 3D turntables for a PDF version of the 3D Activists Cookbook.

Sustainability Project Jan 2015 - May 2016
Team Project - Maya, Photoshop, After Effects, Coda 2, Unreal Engine

- Transformed board game by the company Lab Aids into full 3D interactive environment concept to help make more accessible for students.
- In charge of designing 2d concepts, making 3D assets and programming interface settings for the online game idea.