

Shane Boyd
3D Artist and Graphic Designer
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<http://www.shaneboyd.net>

Objective

To create worlds, characters and all things inbetween in real-time 3-D and high-end 3-D. To use almost 15 years of experience in Fine Arts, primarily character drawing.

Education

Full Sail Real World Education Winter Park, FL
Associate of Science Degree in Digital Media
Apr 2004 - May 2005
Learned various skills (listed under Skills) and equipment (listed under Gear).

Bells High School Bells, TX
Sep 1995 - May 1998

Experience

FX Video Game Exchange Sherman, TX
Store Manager
Dec 1999 - Dec 2000

Toys 'R Us Sherman, TX
R-Zone (Video Games) Associate
Apr 1999 - Nov 1999
I had the responsibility of holding the keys to locked merchandise and used my vast knowledge of video games to help customers make the best choice in product selection. Before I left, I was told I could be in charge of the Department if I had stayed with them, but I felt the next opportunity was best for my long-term goals.

Hastings Entertainment Sherman, TX
Associate/Management
Jul 1997 - May 1999
Not Industry Specific, but I did learn valuable skills such as communication, organization, optimization, and efficiency.

Additional Info

-To view works and projects, go to <http://www.shaneboyd.net>

- Works efficiently and organized with a great eye for detail. Works hard to get the most out of everything he works on. Very good at eliminating unnecessary details, such as extra vertices and texture size, while retaining quality.

- Have delved in many personal projects to gain experience in modeling and texturing environments, characters, and objects in real-time and high-end 3D graphics

- Have also been pursuing traditional fine arts for well over 15 years, including drawing, painting in various mediums, calligraphy, sculpting, and much more

- Excel at character drawing in the comic book and videogame styles

- Have years experience using videogame software and hardware, almost 20 years experience

Gear

3D Studio Max

Photoshop

Renderware Studio

Illustrator

Windows OS

Mac G5

Skills

3D Modeling

Texturing

Polygon Modeling

Character Modeling

Organic/Human Form Creation

Traditional Art

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References

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