

# SHELBY SWITZER

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## Summary

I have over two years of experience working as a character and object designer and artistic team member. I have completed multiple team-produced 2D animations and possess a broad range of art skills.

## Skills

Character Design	2D Animation	Illustration	Storyboarding
3D Modeling	Photoshop	Adobe Animate	Maya, Renderman
ZBrush	Unity	Python, C#	HTML, CSS, PHP

## Work Experience

### Character & Object Designer

Kaylune

January 2017 to October 2018

Designed and created character and object art assets. Worked with other art staff to critique and refine work before finalized submissions.

### Animator & Character Designer

A is for Apple Grant Project

Summer 2018

A is For Apple was a state-sponsored grant project created at Sam Houston State University. The objective of the project was to make a pair of animations that would aid in kindergarten-level classroom learning. Worked together with a small team of two others to create character designs, static art assets, storyboards, and short animations.

### Computer Animation Lab Student Assistant

Sam Houston University

Fall 2019 to Spring 2020

Assisted students in resolving technical problems and understanding concepts in Maya, Renderman, ZBrush, Adobe After Effects, Adobe Photoshop, and Adobe Animate.

## **Freelance Artist**

June 2020 to Present

Working for independent clients by providing illustration, animation, and animatic commissions.

## **Education**

### **Sam Houston State University**

BFA Computer Animation – Spring 2017 to Spring 2020

## **Juried Festivals**

### **Bam! Festival 2019**

AEIOU-Y

Finalist

A Bear & Two Jerks

Finalist