

Shawwna J. Bass
Illustration- Animation- Design
www.Bassanimation.com

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Summary of Qualifications

Digital artist with 10+ years of experience in commercial art and game development. Strong skills in conceptual art, character, UI and graphic design, animation, typography and asset optimization. Experienced in seeing project through from beginning stages to shipment as well as overseeing production team as lead.

2D Programs

- Adobe: Illustrator, Photoshop, After Effects, Flash, InDesign, ImageReady
- Microsoft Expression
- Corel Painter
- Open Canvas

3D Programs

- 3D Studio Max
- Character Studio
- Maya

Misc. Programs

- Perforce Source Management
- Star Team Source Management
- DeBabelizer

Professional Experience

- 2009** **Black Lantern Studio – Springfield, MO**
Freelance: Animation and Illustration for handheld console (DS) title.
- 2009** **Tandem Games – Austin, TX**
Freelance: Illustrated character roster and comic panels for casual game based on original concept.
- 2008-2009** **Electronic Arts, Pogo.com – Austin, TX**
Computer Graphics Artist III (I-IV): Created 2D imagery in desired style for high-end casual online game based on Hasbro board game title.
- 2003-2008** **Multimedia Games, Inc. - Austin, TX**
Illustrator: Designed, animated and produced games from ground up. Items included glass art, character design, character animation, UI design, and production animation of any or all assets. Acted as Art Lead for new original titles team.
- 2001- 2002** **Compulsive Development - Austin, TX**
Transferred from Glass Eye to sister company Compulsive in 2001. Designed and animated 2D and 3D as sets for Bicycle Games.
- 1999-2002** **Glass Eye Entertainment - Austin, TX**
Designed 2D/3D assets for online casual games and Microsoft Casino.
Also textured and animated models using Character Studio and 3D Studio MAX.

Completed Titles

- Bumble Tales (Release imminent)
- Pictureka! Museum Mayhem for Pogo.com (Released in 2008)
- Multimedia Games Interactive Video Slot Titles (Singularly designed and illustrated multiple titles since 2003)
- Bicycle Cards (Completed in 2002)
- Bicycle Casino V.2 (Completed in 2002)
- Microsoft Casino (Released in 2000)
- AMC Online Casino (Released in 1999)

Education

- 1999** Art Institute of Houston- Associates Degree in Computer Animation
 - *Chosen by program directors to receive quarterly scholarship award based on artistic ability.
 - *Chosen to be part of the Art Institute of Houston Best of the Best demo reel.

References

Available upon request.