

# Shane Duncan

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## **Summary of Qualifications**

- Experienced professional with over 15 years of art and video game related experience
- Advanced knowledge of multiple software packages, building art related production pipelines, team development, and researching best practices
- Demonstrate ability to work in a multi-project team environment, as well as take a lead role in teams and freelancers, establish appropriate workload and shift priorities when necessary
- Effective communicator with internal personnel and external clients with a strong focus on building and maintaining relationships
- Organic and hard surface 3D modeling, rigging and animation
- Model and texture asset development for use in real time engine

## **Professional Experience**

### **Monkey Wrench Studio, Inc.      General Artist/Designer      2007 - Present**

- Manage and coordinate the production of projects and outside contractors
- Consult with clients regarding all facets of projects dev to ensure satisfaction with end result
- Provide art direction on projects
- Create production art, 3D models, VFX, animations, motion graphics, 3D characters
- Organic and hard surface 3D modeling, game art and design
- Oversee budgeting, costs, deadlines, and meeting contractual obligations

### **Fred Blurton      3D Consultant      2010 - 2014**

- Created 3D character and animations per project basis
- Composited 3D models into live action video per project basis
- Produced 3D objects, modeled, rigged, and animated for theatrical stage holograms

### **Pipe Dreams 3D      3D Consultant      2011 - 2013**

- Created 3D objects and character animations for commercial previsualizations
- Lit and rendered scenes

### **Team Play      3D Consultant      2010**

- Created 3D characters, environments, assets, and animations
- Designed cut scene scenarios and storyboards
- Created environment designs and effects
- Composited 3D animated cut scenes and effects

### **Entertaining Games      Freelance      2009**

- Created LOD for existing assets

### **Athyrio      Freelance      2008**

- Created environments and assets

### **Incredible Technologies      Character Artist      2003-2007**

- Designed and developed the 3D characters and also clothing, animals, environments props, and

objects from for 5 iterations of Golden Tee Live, Target Toss Pro, and Silver Strike Bowling

- Custom rigged, skinned, and texture mapped character models
- Utilized motion capture data and key frame animation for 3D characters and animals
- Created the art pipeline to streamline character creation and implementation into a proprietary game engine

### **Chewy Software**

### **General Artist**

**2002-2003**

- Created character models from concepts
- Rigged models for animation
- Created environments and assets

### **Game Refuge**

### **3D Artist Animator**

**2000-2002**

- Tasked with creation of original 3D models and 2D animations
- Designed 3D characters; textured, rigged, and animated
- Modeled and textured environment objects

### **Achievements**

- Developed and animated 10 national broadcast commercials for *SuperSpots Production*
- Produced and generated a series of 2D/3D animations for *Sony* recording artist *Coheed and Cambria*, and the latest visual campaign for independent recording artist *Lovehammers*
- Special Effects Artist for the major motion picture *Cup of My Blood*
- Lead roles on commercially successful 3D video games and casino games

### **Titles**

- Ruination The Card Game
- Pirates Booty - Arcade
- Golden Tee Golf - Arcade
- Target Toss Pro - Arcade
- OCC Choppers - Pinball (Unreleased)
- Silver Strike Bowling - Arcade
- Sea Wolf 2 - Arcade
- Riftwalker - PC (Unreleased)
- Cow Tipping - Arcade
- Star Trek Voyager - Arcade
- Moneystorm - Gaming
- Hitchcock - Gaming
- Deep Pockets - Gaming
- Tailgate Party - Gaming
- Honeymooners - Gaming
- Pictionary - Gaming
- Dick Clark's Bloopers - Gaming

### **Software**

3DS Max, Zbrush, Mudbox, Adobe Creative Suite, in house real time game engines, Unreal Engine, Unity, Modo, Topogun, Marmoset, Silo, Quixel Suite, Substance Painter, Painter, Autodesk Fusion 360, Blueprinting, c#

### **Education**

The Illinois Institute of Art - Schaumburg  
Bachelor of Fine Arts in Game Art and Design