

SHANE DUNCAN

BALLWIN, MO

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www.monkeywrenchstudio.com

www.artstation.com/shaneduncan

SUMMARY

- Experienced professional with over 10 years of traditional art, video production, and video game related experience.
- Advanced knowledge of multiple software packages, building art related production pipelines, and running projects.
- Experience in multi-project team environments as well as leading teams and freelancers.
- 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 game engines.

SKILLS

- | | | | |
|------------------------|--------------------|----------------------|---------------------|
| • Adobe Creative Suite | • Maya | • Unreal Engine | • Character Concept |
| • Zbrush | • Substance | • MotionBuilder | • Creature Design |
| • 3DSMax | • Painter/Designer | • Mudbox | • 3D Modeling - |
| • Modo | • Quixel Suite | • Marvelous Designer | Organic / Hard |
| • Topogun | • Unity | • 3D Animation | Surface |

EXPERIENCE

Stevens – The Institute of Business and Arts **Adjunct Professor**

01/2020 - Present

- Teaching Graphic Design curriculum
- Portfolio review and professional guidance

Concordia University Chicago **Adjunct Professor**

11/2017 – 02/2019

- Provided course syllabi for instruction in collaboration with the course coordinator
- Participated in curriculum development discussions
- Created course curriculum
- Knowledge of computer based academic delivery systems
- Taught and mentored students

Monkey Wrench Studio, Inc. **Producer – Sr. Designer / Artist**

06/2007 - Present

Management

- Manage and coordinate project production
- Consult with clients regarding all facets of projects to ensure satisfaction with end results
- Art lead for projects
- Provide art direction
- Oversee budgeting, costs, deadlines, and meeting contractual obligations

Creative and Technical

- Create production art, 3D models, VFX, animations, motion graphics, 3D characters, logos, web sites, and video production and editing
- C# scripting, Blueprinting, Playmaker, rigging, PBR textures, retopology, rendering, game design, level design, asset creation, particles
- Organic and hard surface 3D modeling for real time game engines
- 5+ years working in Unity, Unreal or equivalent engine
- Adapt to different visual styles and storytelling genres
- Create high-quality artwork within technical budgets and aggressive deadlines
- Maintain a high level of quality while working within design constraints and balancing performance issues
- Passion for gaming and game development; playing current titles and keeping abreast of industry trends

Incredible Technologies

05/2003 – 06/2007

Sr. 3D Character Artist

- Designed and developed the 3D characters and clothing, animals, environments props, and objects 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
- Illustrated and developed concepts (sketch, drawing, etc.) to support production
- Maintained a high level of quality while working within design constraints and balancing performance issues
- Verified the quality of work once imported into the game, and made improvements when necessary
- Worked closely with the Art Management, Concept Artists, and Designers to implement the visual designs created for the game
- Worked with team to define and meet key milestones as well as created task lists and work estimates
- Excellent work ethic with diligence in time keeping and focused attention to detail

Chewy Soft

04/2002 – 05/2003

Sr. Character and Environment Artist

- Created 3D models from concepts
- Rigged and skinned models for animation
- Created environments and assets
- Communicated and collaborated with Directors, Producers and Production staff

Game Refuge Artist/Animator

04/2000 – 05/2002

- Designed, created, textured, rigged, and animated original 3D characters, models, and animations
- Created in-game 2D assets and textures following the set art style and technical constraints for real-time rendering
- Interpreted concept art, understood art direction, and worked within the overall game style

EDUCATION

Illinois Institute of Art Schaumburg

Bachelor of Fine Arts in Game Art and Design