

Chelsey Shuder

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Demoreel: <http://vimeo.com/75747762>

Animator

"...I was deeply impressed with Chelsey, both in her dedication to her craft (she is a very good animator) and how well she fits onto a team. I'd love to work with her again sometime..."

Linkedin testimonial. See more at www.linkedin.com/in/chelseyshuder

Experience

Disney's Avalanche Software - Salt Lake City, UT

Jan 2013 - Present

Animator

- Worked on Disney Infinity animating in-game assets as well as marketing material, from cinematic animation to game mechanics.

Connect Marketing Studios - Provo, UT

Full Time: Oct 2011 - Jan 2013

Animator and Storyboard Artist

Freelance: Oct 2010 - Oct 2011

- Animator and storyboard artist for promotional and demo videos for such clients as SmartReceipt, Qualcomm, Siemens and F5.
- Head character animator, spearheading the rigging and animation for characters and creatures in the videos.

ArenaNet - Bellevue, WA

Oct 2010 - Oct 2011

Animator

Internship turned Contract

- Created animation for the MMO game *Guild Wars 2*, such as idles, emotes and physical movement. Most notably the Asura laugh emote, which was featured on the ArenaNet blog promoting the high quality of animation in *Guild Wars 2*.
- Was part of a prototype team helping to design the next generation of video game animation for ArenaNet's new IP.
- A graduate of ArenaNet University 2011, attending classes and lectures held within the company.

OLM Digital Inc. - Tokyo, Japan

Jan 2009 - Mar 2010

Animator

- Animated and rigged characters, cameras, creatures and mechanical objects for the anime productions of *Pokemon 7th ANA* short, *Professor Layton and the Eternal Diva* feature film, and cinematics for the DS game *Inazuma Eleven 2: Invader's Threat*.

SchoolMedia Inc. - El Dorado Hills, CA

Sep 2007 - Dec 2008

Animator and Storyboard Artist

- Animated characters and motion graphics for educational videos.
- Storyboarded the live-action set ups.
- Camera operator for many of the videos.

Education

Cogswell Polytechnical College - Sunnyvale, CA

Sep 2003 - May 2007

Bachelor's of Arts in Digital Art and Animation, Focus Character Animation

- Valedictorian, 2007 Student Life Award.
- A part of the Cogswell Fencing Club and Cogswell Figure Drawing Salon.

Skills

- Maya
- 3D Studio Max
- XSI
- Motion Builder
- Adobe After Effects
- Storyboarding and drawing
- Basic rigging, modeling and rendering
- Adobe Photoshop
- Adobe Premiere
- HD and DV cameras