

Shannon Catron



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website: [shanimation](http://shanimation.com)

Software Skills

- Photoshop, After Effects, Illustrator, Audition, Premiere, In Design, AutoCad, 3DSMax,
- Mudbox, Toon Boom, StoryBoard Pro, Maya, Nuke, Mocha Pro, MARI, Modo, ZBrush, Cinema4D

Education

COLUMBUS COLLEGE of ART & DESIGN

August '18 - May '20

Masters Degree in Visual Projects Program

3.9 GPA

THE DIGITAL ANIMATION & VISUAL EFFECTS SCHOOL

January '16 - January '17

VFX Production Degree in the VFX Program

THE OHIO STATE UNIVERSITY

September '09- December '15

Art Degree in Drawing & Painting, 2D Animation

3.1 GPA

Experience

The Columbus College of Art & Design

August '18 - July '20

Event Planner for Career Services/Teaching Assistant for the Animation Dept.

- Responsible for setting up and running the bi-annual art fair.
- Scheduling meetings with students who are looking for employment, before and after graduation .
- Set up meetings/job postings for companies looking to hire students.
- Held workshops on topics pertaining to the CGI/Animation industry.
- Taught students about production pipeline and working on a short film project as a team .

Universal Studios Florida

February '17 - July '17

CG Generalist/ Entertainment Tech. Intern Responsible for game assets

- Responsible for creating game assets (balls, guns, boxes, lights).
- Responsible for creating entertainment assets (explosions, camera anim, background developer).
- Provided a great work atmosphere for guests and coworkers alike.

The Ohio Grown Film Festival (Mirror Lake video)

November '16 - November '16

Animator, Collaboration

- Collaborated with a Production Assistant at Malka Media to create a short film for The Ohio Grown Film Festival.
- Received credit as an Animator for three, 5 second 2D animations and received credit as an interviewee.
- The project took about 9 days to complete and the deadline was met.

Dave School Productions "Every Time" by Jarrett Randazzo

September '16 - November '16

CG Generalist, Universal Records (music video)

- Worked as a generalist in a production pipeline on a creative music video having to submit dailies, while publishing updates and communicating with peers on Shotgun.
- Created fully textured and rigged assets for a large outdoor scene.
- Produced quality shots to the instruction of the director entailing green screen keying, 2 and 3D tracking, clean plating, multi-pass rendering, and effect comps.
- All shots were approved and completed within the deadline.