
SHANNON GILLEY

3D Animation Director • Creative Director • Senior Digital Artist/Designer



KEY QUALIFICATIONS

- Over 20 years CGI production, directing, and teaching experience
- Served as Creative Director, Animation Director, and/or Lead Artist for high-profile clients including Discovery Channel, University of Minnesota, Minnesota Department of Natural Resources, Minnesota Lottery, NBC affiliate KARE-11, Mattel, Disney, and more
- Emmy and Telly award-winning lead artist/director
- MFA in Visual Studies from Minneapolis College of Art and Design
- Expert-level software proficiency in Maya (including Autodesk Instructor Certification)
- Software proficiency in Adobe Creative Cloud (Photoshop, After Effects, etc.)
- Software proficiency in Microsoft Office (Word, PowerPoint, Excel)
- Extensive experience designing and teaching collegiate digital animation courses

EXPERIENCE

1999-present Director/digital artist – contract Rosemount, MN
Senior Director/Designer/Artist

- **Animation Director/Creative Director/Lead Digital Artist** for a variety of projects including scientific illustration, medical visualization, and virtual product photography
- **Lead Modeler** for 3-time Emmy Award-winning Disney series *Rolie Polie Olie*. Designed and created characters, sets and props. Supervised teams of up to seven artists. Provided artistic and technical quality control.
- **Contract modeler/animater** for post-production studios (Crash+Sue's, Pixel Farm, etc.)
- **Digital Arts & Design Instructor** at Academy College. Developed and taught CGI curriculum with an emphasis on real-world production values.

2002-present The Art Institutes International Minnesota Minneapolis, MN
Professor, Media Arts & Animation

- **Professor** designing and teaching over fifteen core classes in the animation and visual effects bachelor's programs, implementing a learning-centered environment through teaching to multiple styles, hands-on exercises, case studies based on students' needs, etc.
- **Technology Committee Chair** ensuring that the school meets the technology-based education needs of students and faculty
- **Media Arts Festival Committee Chair** leading the organization and production of Ai Minnesota's annual Blockhead Festival, celebrating the five creative programs within the School of Media

1993-1999 Windlight Studios Minneapolis, MN
CGI Artist/Director

- **Animation Director** oversaw all artistic aspects of production, led teams of up to eight artists, and communicated regularly with clients to ensure realization of their vision
- **Lead Modeler** for Disney series *Rolie Polie Olie*
- **CGI Artist** performed organic and hard-surface modeling, character animation, rigging, texturing and shading, lighting, effects, compositing, scripting, and storyboarding

SOFTWARE & SKILLS

- Autodesk Entertainment Creation Suite
 - Maya
 - Mental Ray
 - Mudbox
 - 3ds max
- Adobe Creative Cloud
 - Photoshop
 - After Effects
 - Premiere Pro
 - Illustrator
 - Dreamweaver
 - Media Encoder
- Microsoft Office
 - Word
 - PowerPoint
 - Excel
- Animation Management & Preproduction
 - Client communication
 - Project and team directing
 - Storyboarding/concept development
 - Cognitive research in animation as a learning tool
- 3D Production
 - Modeling
 - Color & Light
 - Animation
 - UV Mapping
 - Rigging
- Education
 - Curriculum development
 - College instruction

ACCOLADES

- Special recognition from The Academy of Television Arts & Sciences for serving as Lead Modeler on *Rolie Polie Olie*, Emmy award winner for Outstanding Art Direction and Outstanding Animated Program Special Class
- Silver Telly Award winner, “Cycle of Destruction” TV spot, Director/Lead Artist
- Recipient of the Ai Minnesota 2014 Faculty Excellence Award for Scholarly and/or Creative Work in an Academic Discipline
- Writer/director/lead 3D artist of the 1999 International SIGGRAPH Electronic Theater festival selection “Softy Puffs: Paper Chase”
- Publications include July/August 2015 issue of science magazine *Discover* (“Geothermal’s CO₂ Boost”) and April 2004 issue of *Computer Graphics World* magazine (“Taxi 2000”)

EDUCATION

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| 2010-2013 | Minneapolis College of Art and Design | Minneapolis, MN |
| | • Master of Fine Arts in Visual Studies | |
| 1991-1997 | University of Minnesota, Twin Cities | Minneapolis, MN |
| | • Bachelor of Science, Interdepartmental Degree in art, computer science, and film study | |
| | • Dean’s List | |