
SHANNON GILLEY

Professor – Media Arts & Animation / 3D Animation Director / Digital Artist



KEY QUALIFICATIONS

- 3-time Emmy Award winner, Disney CGI series *Rolie Polie Olie*, Lead Modeler
- Silver Telly Award winner, “Cycle of Destruction” TV spot, Director/Lead Artist
- Recipient of The Art Institutes International Minnesota 2014 Faculty Excellence Award for Scholarly and/or Creative Work in an Academic Discipline
- Writer/Director/Lead Artist of International SIGGRAPH Electronic Theater official selection “Softy Puffs: Paper Chase” short animation
- MFA in Visual Studies from MCAD, Autodesk Instructor Certification in Maya
- College-level CGI instruction since 1999 (baccalaureate level since 2002)
- Over 20 years CGI production and directing experience, including directing projects for Mattel, Discovery Channel, Minnesota Lottery, Minnesota Department of Agriculture, research scientists at the University of Minnesota, and NBC affiliate KARE-11

EXPERIENCE

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

1999-present Freelance CG artist Rosemount, MN
Senior CGI Artist

- **Lead Modeler** for 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.
- **Freelance modeler/ animator** for studios such as Nelvana, Crash & Sue’s, and Pixel Farm
- **Digital Arts & Design Instructor** at Academy College. Developed and taught CGI curriculum with an emphasis on real-world production values.
- **Logo and web site design** for small businesses such as Eminage Design

1993-1999 Windlight Studios Minneapolis, MN
CGI Artist

- **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 3-time Emmy Award-winning 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
- Adobe Creative Cloud
 - Photoshop
 - After Effects
 - Premiere Pro
 - Illustrator
 - Dreamweaver
 - Media Encoder
- Microsoft Office
 - Word
 - PowerPoint
 - Excel
- Education
 - College instruction
 - Curriculum development
- 3D Production
 - Modeling
 - Color & Light
 - Animation
 - UV Mapping
 - Rigging
- Animation Management & Preproduction
 - Client communication
 - Project and team directing
 - Storyboarding/concept development
 - Cognitive research in animation as a learning tool

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
- Writer/director/lead CGI artist of the 1999 International SIGGRAPH Electronic Theater festival selection “Softy Puffs: Paper Chase”
- Recipient of the Ai Minnesota 2014 Faculty Excellence Award for Scholarly and/or Creative Work in an Academic Discipline
- Published in the July/August 2015 issue of science magazine *Discover* with “Geothermal’s CO₂ Boost,” featuring an image from MFA thesis project, “CO₂ Plume Geothermal: Enhancing Our Future”
- Published in the April 2004 issue of leading industry magazine *Computer Graphics World* as supervisor and artist on “Taxi 2000,” created for non-profit organization The Starting Line Foundation as part of a Twin Cities bid for the 2016 Olympic Summer Games

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 | |