

Shannon Kowalewski

Texture Artist

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Portfolio: artstation.com/shanny947

I am a Texture Artist with an eye for detail and a background in both 2D and 3D digital art seeking full-time employment in the games industry in May of 2020

Education

Planned 2020
(5 year program)

Bachelor of Arts in Media and Information from Michigan State University
with Minors in Game Design and Graphic Design

Work Experience

June 2018 to Present

Photo Outline Designer | PhotoStatuettes.com |
Contact: Robert Hilts (517) 290-6200

- Photo editing in Clipping Magic and CorelDraw for lazer-cut acrylic plastic standing picture statues

Summer 2016, 2017, and 2018

Document Designer, GIS Technician, and Office Assistant | Hennessey Engineers |
Contact: Lori Kennedy (734) 231-8878

- Proposal Design with Adobe InDesign for professional engineering bids
- GIS (Geographic Information System) street and sewage map data entry

Summer 2015

Print Shop Assistant | Paragrafix |
Contact: Marty Jacobs (734) 285-9444

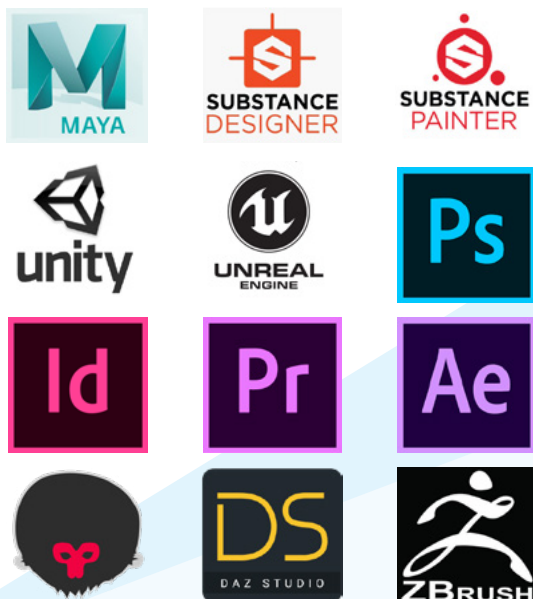
- Page Design with Adobe InDesign
- Collaboration in private and commercial printing processes

Summer 2014 and 2015

Assistant Sign Technician | Wyandotte Department of Public Service |

- Designing vinyl cut patterns using proprietary software
- Printing and placing vinyl cutouts on metal sign plates to create a variety of street-name and traffic signs

Software Expertise and Experience



Relevant Skills

- Artistic fundamentals through studio art drawing
- Full experience with texturing pipeline of creating tiling textures in Substance Designer, applying them to models in Substance Painter, and implementing the materials in both Unity and Unreal projects
- 3D modeling and animation in Maya
- Game development in Unity with small teams
- Experience working with VR projects in Unity
- Concepting using Photoshop
- Understanding of graphic design principals
- Familiarity with sculpting in Zbrush
- Experience creating special effects in After Effects
- Experience using Axis Neuron motion capture software and equipment
- Some familiarity with programming with C#