

Shayne Weeks

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Title: 3D Generalist | Environment Artist | Game Developer

Professional Summary:

A highly skilled 3D Generalist specializing in modeling, texturing, lighting, and 3D environment creation for animation, design, and game development. Experienced in developing assets for a variety of styles, blending creativity with technical expertise. Passionate about creating immersive visual experiences in both commercial and fine art settings.

Core Skills:

- **3D Software:** Blender, Unity 3D
- **2D/3D Art Tools:** Adobe Photoshop, Adobe Illustrator, Adobe After Effects
- **Rendering & Compositing:** Cycles, Eevee
- **Game Development:** Unity 3D, Playmaker, C#
- **Other:** 3D Modeling, Texturing, Lighting, Environment Design, Concept Art, Pixel Art, Asset Creation, Design for Manufacturing

Work Experience:**Laura Owens Studio** | Digital Specialist/Art Fabricator

December 2021 - Present

- Collaborated remotely and in-person with a team of digital artists and fabricators to produce several art installations, including a gallery show at Matthew Marks Gallery in New York City.
- Created 3D models and assets, with a strong emphasis on precision and adhering to artistic direction.
- Worked with a team to meet quick-turnaround deadlines for edits and revisions based on creative team feedback.
- Contributed to exhibits shown at prestigious locations, such as Foundation Vincent Van Gogh and Galerie Gisela Capitain.

Erin Calla Watson | 3D Generalist

2022 - Present

- Designed 3D environments and high-quality renderings for large-scale prints intended for gallery exhibitions.
- Worked closely with the artist to translate concepts into fully realized, high-detail 3D assets for print production.

Mondo Mondo | 3D Modeler (Contract)

November 2022

- Designed custom 3D models for metal molds used in jewelry fabrication.
- Ensured all designs were production-ready and met client specifications.

JayRay | Designer/Game Developer (Contract)

November 2021

- Designed and developed an interactive video game using Unity 3D, integrating user input and gameplay mechanics.
- Illustrated 2D pixel art assets and animations using Blender and Adobe Photoshop.
- Collaborated with the creative team to meet design requirements and tight deadlines.