



Shane M. Wheeler

Graphic Design, Art & 3D Modeling/Texturing

Portfolio at www.shanewheeler.com

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Eustis, Florida

Education

- 11/01-3/03** **Full Sail Real University** *Winter Park, FL*
Computer Animation Associates of Science Degree (Focus on 3d modeling and texturing)
- 1/97-1/98** **Delta College** *Baton Rouge, LA*
Associate Degree Commercial Art (Graphic Design)
Interned at AD FORCE *Baton Rouge, LA*
- 1/93-12/96** **Southeastern Louisiana University** *Hammond, LA*
Program: Visual Communications (Traditional Arts)

Work Experience

- 11/08-Present** **KHphotographics** *Eustis, FL*
Position: Graphic Designer/Artist
Duties: In-house Graphic Designer /Artist and outsourced graphic services provided for clients including: Logo design, Ad design, Business Card design, Announcements, Calendar images, Photo enhancement, Photo manipulation, Illustration, Posters, Function design and graphics for database driven website.
- 3/08-3/09** **High-Tech Institute** *Orlando, FL*
Position: Graphic Design Instructor
Duties: Instructing graphic design techniques, 3d modeling & texturing, and the use of current design software. (Software includes: Photoshop, Illustrator, Indesign, 3dsMax, Premier Pro, Aftereffects, Encore and Dreamweaver.)
Additional independent study: attended the 2008 Red Stick International Animation Festival for pitch writing, copyrights, animation pitching and pitch bible structure.
- 10/04-12/07** **Pioneer Ram** *Orlando, FL*
Position: Prepress/Graphic Artist
Duties: Create concept art, graphic design, illustrations and box/package design. Make color separations for film output. Final designs are applied to ceramics and glass wares (i.e. Shot glasses, coffee mugs, collector plates, steins, pints, etc.) for the purposes of souvenirs and promotion.
Clients include: Walt Disney World Resorts, Disney land Resorts, Disney Design Group, ESPN, Harley Davidson, Planet Hollywood, Universal Studios, Hard Rock Cafe, Jimmy Buffets Margaretville, The Art Institute of Chicago, and Ron Jon Surf Shop.
- 3/04-4/04** **Heavy Hammer** *Annapolis, MD*
Position: Freelance concept artist
Duties: Make concept designs for characters/vehicles/weapons for first-person shooter game.
- 1/04-10/04** **Art Systems** *Winter Park, FL*
Position: Sales/Stock/Delivery
Duties: Assist customers in choosing the appropriate art supplies. Stocking and taking inventory. Cashier. Constructing drafting tables (including drafting machines). Loading/unloading materials using Forklift. Aid in school/Private/Business deliveries. Scan large housing blueprints/drafts.
- 7/00-11/01** **Jones Electric Signs** *Denham Springs, LA*
Position: Graphic Designer/Sign Designer
Duties: Design logos, rebuild raster logos as vectors, and design electric and vinyl signs.
- 9/98-6/00** **Anteon** (Formally: Analysis & Technology Inc) *Bay St. Louis, MS*
Position: Editor 1
Duties: Digitize books and other government documents. Converting them into websites for Stennis Space Center's intranet.
- 2/98-7/98** **Dove Publishing** *Slidell, LA*
Position: Graphic Design/Type Setter
Duties: Design/build ads and layout maps.
- 10/97-1/98** **Slidell Sentry-News** *Slidell, LA*
Position: Graphic Design/Type Setter
Duties: Design/build ads and create art.

Skills & Software

- **3D modeling, UVmapping and texturing using:** Maya and 3ds Max
- **Video editing using:** After Effects.
- **Color separations, Signage, Graphic design, Photo restoration/retouch/enhancement, Digital painting using:** Photoshop, Paintshop Pro, Illustrator, Freehand, Indesign and the use of a flatbed scanner (both PC and Mac).
 - **Word processing, OCR, and Web design using:** Word, Dreamweaver and Omni page Pro
- **Traditional art skills including:** Illustration, Graphic design, Comic book/Story-boarding, and Character design.

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