

Demo Reel can be found at GeorgeSH.com.

Relevant Skills

- Creating hand-keyed 3D animations for cinematics and gameplay
- 3D modelling and sculpting
- Working within the graph editor in various animation programs
- Foundational knowledge of rigging and skinning
- Traditional and 2D art

History and Achievements

- **2019-2020:** Contributed to foundational art and animation efforts for unannounced isometric fantasy roleplaying game
- **2017-2018:** Completed Game Animation mentorship while working in Quality Assurance at Vicarious Visions on *Destiny 2: Warmind*
- **2016-2017:** Led art team, created all rigs, animations for university capstone VR game *Sword of the Sorcerer*
- **2015:** Created animated character sprites under contract for *Diaries of a Spaceport Janitor*

Relevant Software Proficiencies

- Autodesk Maya
- Unreal Engine 4
- Adobe Photoshop
- ZBrush
- Substance Painter

Education

- Champlain College | Burlington, VT Fall 2012 — Spring 2017
Bachelor's Degree in Game Art and Animation

Hobbies and Interests

- Tabletop role-playing games
- Acting
- Wilderness survival crafts and skills
- Historical European Martial Arts

References

Nathan Walpole.....nwalpole@champlain.edu

*Professor of Game Art at Champlain College
Animation instructor during university*

(802) 735-6968

Nicole Thayer.....nthayer@vvisions.com

*Designer at Vicarious Visions
Worked together on targeted content testing at Vicarious Visions*

Bill Colby.....bill.colby@epicgames.com

*Senior Gameplay Engineer at Epic HQ, (Cary)
Worked together during my quality assurance contract at Vicarious Visions*

Isobel Shasha.....isobel@sundaemonth.com

*Sundae Month studio co-founder
Contract artist point-of-contact*

(617) 817-3815