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# SHANNON GILLEY

*CGI Instructor and Senior CGI Artist*

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## KEY QUALIFICATIONS

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- Ranked in top 5% of all instructors at The Art Institutes International Minnesota (based on annual review results of over 40 full-time faculty) with leading pedagogy implementation and comprehensive development of over fifteen core animation classes
- Lead Modeler for 3-time Emmy Award winning Disney CGI series *Rolie Polie Olie*
- Alias Instructor Certified in Learning Maya Transition and Maya Rendering
- Nine years college-level CGI curriculum design and instruction
- Writer, director, and lead artist of International SIGGRAPH Electronic Theater-honored short “Softy Puffs: Paper Chase”
- 15 years CGI experience, including directing projects for clients such as Mattel, Discovery Channel, Minnesota Twins, Minnesota Lottery, and Twin Cities NBC affiliate KARE-11
- Published in leading industry magazine *Computer Graphics World* as supervisor and artist on “Taxi 2000,” a photorealistic visualization of a proposed rapid transit system

## EXPERIENCE

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2002-present                      The Art Institutes International Minnesota                      Minneapolis, MN  
*CGI Instructor, Media Arts & Animation, Visual Effects and Motion Graphics*

- **Instructor** designing and teaching over fifteen core classes in the animation and visual effects B.S. programs, implementing a learning-centered environment through Bloom’s taxonomy, customized evaluation rubrics, hands-on lab exercises that reinforce lecture content, etc.
- **Technology Committee Chair** ensuring that the school meets the technology-based education needs of students and faculty

1999-2006                      Shenanigans Animation                      Apple Valley, 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 a comprehensive set of tasks including creature and hard-surface modeling, body and facial character animation, character rigging, texturing and shading, lighting, effects animation, compositing, scripting, and storyboard generation

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## ACCOLADES

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- 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
- 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
- Contributor to the 1999 International SIGGRAPH Electronic Theater festival in Los Angeles for “Softy Puffs: Paper Chase,” writer/director/lead CGI artist

## SOFTWARE

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- Maya
- 3ds max
- Mental Ray
- After Effects
- Photoshop
- Illustrator
- Dreamweaver
- Magpie Pro (facial animation)
- Microsoft Office (used extensively in the creation of “intelligent” grade reports and rubrics)

## EDUCATION

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- 1991-1997                      University of Minnesota, Twin Cities                      Minneapolis, MN
- Bachelor of Science, Interdepartmental Degree in art, computer science, and film study
  - Dean’s List