ADRIENNE SHALTRY

2D/3D CHARACTER CONCEPT ARTIST

There's a certain magic to animation that nothing else in the world has; the way it allows the viewer to see the characters and see how they live their many wildly different lives. Some animated stories even cross the threshold and become not just keyholes to view the characters' lives, but make the viewer feel as though they are part of that reality and relate to the characters. That's the kind of magic I want to create.

Skills

- 2D & 3D experience
- Quick learner
- Adaptive
- Good communication skills
- VP of Oni no Anime club 1 year

Education

Ferris State University
Digital Animation and Game Design
Bachelors of Applied Science
2014-2019

Kendall College of Art and Design
Attended Fall semester of 2013

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Software & Hardware

- Adobe InDesign, Illustrator, Photoshop, After Effects, Premiere
- Quixel Suite
- 3ds Max
- Zbrush
- Unreal Engine
- Maya
- 3D Coat
- Substance Painter
- Proficient in computers (PC and Mac)
- Drawing tablet

Experience

- Drawing (digital & by hand), watercolor, ink, acrylic, oil, crafting
- 2D Storyboarding, Drawing, Animation
- 3D Drawing, Sculpture, Modeling, Animation
- Instruction at Cotty's Cartoon & Art Studio with Cotty Kilbanks
- Internship at Wheeler Creative Studios
  - created informational, hand painted animatic
  - created book layouts

Character Design

- Silhouettes
- Values
- Color Schemes
- Material Guides
- Blueprints
- Concepts
- Persona Guides / Bios

Work History

Wheeler Creative Studios
3565 Green St
Muskegon, MI
August 2019 – Current

References available upon request