

[www.shenball.com](http://www.shenball.com)

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## **PROFESSIONAL EXPERIENCE**

### **ELECTRONIC ARTS CANADA**

#### **Senior Lighting / Surfacing Artist (2009 - Current)**

Collaborating with Art Director and Tech Engineering, creating optimal surfacing art assets that work best with lighting and shading workflows. Establish and tweak material rendering parameters to ensure visual quality and consistency. Prototype effectively on complex surface creation, overseeing final execution of lighting and shading for both character and environment.

- SSX: Snowboarding
- Fight Night Round 4
- 2010 FIFA World Cup Soccer
- EA Sports Active 2.0

#### **Lead Lighting Artist (2007 - 2009)**

Responsible of developing lighting rigs & setups for character and environment, take direction from the Art Director and CG Supervisor to help realize the vision. Improve lighting workflow to increase overall productivity.

- NBA Live 08
- NCAA March Madness 08
- NCAA Basketball 09

#### **Associate Lighting Artist (2005 - 2007)**

Deliver lighting for a variety of real-time environments from light-rig creation to lightmap baking. Consistently meeting critical production schedule and next-gen high quality visual targets.

- FIGHT NIGHT Round 3
- FIFA World Cup 2006
- NBA Live 07
- NBA Live 06

## **AWARDS / NOTABLE ACHIEVEMENTS**

- Best Visual Effects - *"How to Boil a Frog"* - 2010 Los Angeles Movies Awards(II)
- Image of the Month –Michael Jordan *"For the Love of the Game"* - 3D World Magazine (Issue 84)
- Magazine Cover Art with Artist Interview - 3D User Magazine (2007)
- FrontPage Gallery Selection - CGTalk.com (2007)

## **EXTRACURRICULAR EXPERIENCE**

- CG Animation Art Director- *How to Boil a Frog (Documentary Film 2010)*
- Advanced Character Lighting/Shading Instructor - *Electronic Arts University*
- Digital Animation Mentor - *Capilano University 3D Program*
- Digital Art Mentor - *Arts Umbrella Institute*

## **TECHNICAL EXPERTISE**

- Maya, Softimage, 3D Max, ZBrush, Mudbox, Mental Ray, Vray, Adobe Photoshop
- Compositing: Adobe After Effect, Shake, Autodesk Combustion

## **EDUCATION**

British Columbia Institute of Technology (Certificate in 3D Digital Animation)

2004 – 2005

Simon Fraser University (Contemporary Arts and Music)

2001 – 2003