

# Andy Yi Shen

## Lead Lighting Artist

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(604) 773-1720

### Objectives

With my enthusiasm in exploring all crafts related to digital animation with artistic and technical proficiency, I am seeking a position that enables me to apply my extensive digital lighting knowledge in a progressive environment.

### Awards / Notable Achievements

People's Choice Award – <i>How to Boil a Frog</i> CG short film	UK Friends of the Earth Competition (2008)
Image of the Month – <i>Michael Jordan: For the Love of the Game</i>	3D World Magazine (Issue 84)
FrontPage Excellence Award – <i>Froggy Faucet</i>	3DTOTAL.com (2007)
FrontPage Gallery Selection	CGTALK.com (2007)
Cover Art with Artist Interview	3D User Magazine (January 2007)

### Work Experience

Electronic Arts Canada (EA SPORTS, Burnaby, BC)  
**Lead Lighting Artist / Shader Developer**

February 2005 – Present

Main responsibilities:

- Supervises production artists in various disciplines (lighting, modeling, texturing)
- Develops next gen lighting initiatives and character shader techniques
- Composites and creates pre-rendered videos and still images for marketing campaign
- Assists on art direction by establishing in-game visual targets

Next Gen Console Products (Xbox 360 & PS3):

- FIFA Soccer World Cup 2010
- Fight Night Round 4
- NCAA Basketball 09
- NCAA March Madness 08
- NBA Live 08
- EA Active 2.0
- Fight Night Round 3
- NBA Live 07
- FIFA Soccer World Cup 06
- NBA Live 06

### Extracurricular Experience

Advanced Lighting Instructor	Electronic Arts University (Vancouver, B.C.)
CG Animation Art Director	<i>How to Boil a Frog</i> (Film 2010)
Digital Animation Program Guest Speaker	Capilano University (Vancouver, B.C.)
Digital Art Mentor	Arts Umbrella Institute (Vancouver, B.C.)
Contributing Artist Editor	3D User Magazine

### Computer Application Skills

- Graphic Applications: Maya, Softimage, 3D Max, ZBrush, Mudbox, Adobe Photoshop
- Compositing Packages: Adobe After Effect, Shake, Autodesk Combustion

### Education

British Columbia Institute of Technology (Certificate in 3D Digital Animation)  
Simon Fraser University (Contemporary Arts and Music)

2004 – 2005  
2001 – 2003