

Chelsey Shuder

Objective	To obtain an animation position with an excellent game studio.	
Experience	ArenaNet - Bellevue, WA Animator Internship	Oct 2010 - Present
	<ul style="list-style-type: none">• Animating characters and creatures for the upcoming MMO Guild Wars 2, such as attacks, emotes and physical movement.• A part of the ArenaNet University, attending classes and lectures held within the company.	
	ConnectPR - At home freelance Animator	Oct 2010 - Present
	<ul style="list-style-type: none">• Animation and storyboards for promotional videos and logos for such clients as Symantec, SmartReceipt and F5.	
	OLM Digital Inc. - Tokyo, Japan CG Animator	Jan 2009 - Mar 2010
	<ul style="list-style-type: none">• Animated background characters, creatures and mechanical objects for the anime productions of Pokemon 7th ANA Short, <i>Professor Layton and the Eternal Diva</i> feature film, and cinematics for the DS <i>Inazuma Eleven 2: Invader's Threat</i> game.• Rigged background characters and clock tower gears for the Professor Layton film.• Final lighting and compositing for a couple scenes in all productions.	
	SchoolMedia Inc. - El Dorado Hills, CA Animator and Generalist	Sep 2007 - Dec 2008
	<ul style="list-style-type: none">• Animated characters and graphics for educational videos.• Storyboarded the live-action set ups and was the camera operator for many of the videos.• As assistant editor, created base cuts and gathered materials.	
Education	Cogswell Polytechnical College - Sunnyvale, CA Bachelor's of Arts in Digital Art and Animation	Sep 2003 - May 2007
	<ul style="list-style-type: none">• Focus in Character Animation• Valedictorian, 2007 Student Life Award• A part of the Cogswell Fencing Club and Cogswell Figure Drawing Salon	
Skills	<ul style="list-style-type: none">• Maya• 3D Studio Max• XSI• Motion Builder• Adobe Photoshop• Adobe After Effects	<ul style="list-style-type: none">• Adobe Premiere• Adobe Flash• Final Cut Pro• HD and DV cameras• Rigging, modeling and rendering knowledge and practice• Storyboarding and drawing