



Shane M. Wheeler

Graphic Design, Art & 3D Modeling/Texturing

Portfolio at www.shanewheeler.com

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Lacombe, Louisiana

Education

11/01-3/03

Full Sail University [Winter Park, FL]

Computer Animation Associates of Science Degree (Focus on 3d modeling and texturing)

1/97-1/98

Delta College [Baton Rouge, LA]

Associate Degree Commercial Art (Graphic Design)

Interned at AD FORCE, Baton Rouge, LA

1/93-12/96

Southeastern Louisiana University [Hammond, LA]

Program: Visual Communications (Traditional Arts)

Employment

11/08-

Present

KHphotographics [Orlando, FL/New Orleans, LA]

Position: Graphic Designer/Artist

Duties: In-house and outsourced graphic designer/artist. Services include: Logo design, ad design, business card design, announcements, calendar images, photo enhancement/manipulation, illustration, posters and function design & graphics for database driven website.

5/13-11/13

Sun Ceramics & Glass [Orlando, FL]

Position: Prepress/Graphic Artist

Duties: Concept art, graphic design, and illustrations. Color separations for ceramics and glassware (i.e. shot glasses, coffee mugs, collector plates, steins, pints, etc.). Clients include: Disney, Universal Studios, Hard Rock Cafe, Jimmy Buffets Margaritaville, Sea World and Ron Jon Surf Shop.

3/08-3/09

High-Tech Institute [Orlando, FL]

Position: Graphic Design Instructor

Duties: Instructing graphic design techniques, 3d modeling & texturing, and the use of current design software. (Software includes: Photoshop, Illustrator, 3dsMax, Premier Pro, Aftereffects, Encore and Dreamweaver). Additional independent study: attended the 2008 Red Stick International Animation Festival for pitch writing, copyrights, animation pitching and pitch bible structure.

10/04-12/07

Pioneer Ram [Orlando, FL]

Position: Prepress/Graphic Artist

Duties: Concept art, graphic design, box/package design and color separations for ceramics and glassware (i.e. shot glasses, coffee mugs, collector plates, steins, pints, etc.). Clients include: Walt Disney World, Disneyland, Disney Design Group, ESPN, Harley Davidson, Planet Hollywood, Universal Studios, Hard Rock Cafe, Jimmy Buffets Margaretville, The Art Institute of Chicago, and Ron Jon Surf Shop.

3/04-4/04

Heavy Hammer [Annapolis, MD]

Position: Freelance concept artist

Duties: Concept designs for characters/vehicles/weapons for first-person shooter game.

1/04-10/04

Art Systems [Winter Park, FL]

Position: Sales/Stock/Delivery

Duties: Assist customers in choosing art supplies, stocking/taking inventory, cashier, constructing drafting tables & drafting machines, loading/unloading with forklift, aid in school/private/business deliveries and scan large housing blueprints.

7/00-11/01

Jones Electric Signs [Denham Springs, LA]

Position: Graphic Designer/Sign Designer

Duties: Design logos, rebuild raster logos in vector, and design electric and vinyl signs.

9/98-6/00

Anteon (Formally: Analysis & Technology Inc) [Bay St. Louis, MS]

Position: Editor 1

Duties: Digitizing books and other government documents into websites for Stennis Space Center's intranet.

2/98-7/98

Dove Publishing [Slidell, LA]

Position: Graphic Design/Type Setter

Duties: Design ads and layout maps

10/97-1/98

Slidell Sentry-News [Slidell, LA]

Position: Graphic Design/Type Setter

Duties: Design ads and create art

Skills (PC & Mac)

Photoshop, Paintshop Pro, Illustrator and Freehand: color separations, signage, graphic design, photo restoration/retouch/enhancement, and digital painting

Maya and 3ds Max: 3D modeling, UV mapping and texturing

Dreamweaver, Word and Omni page Pro: Web design, word processing and OCR

After Effects: General video editing

Other art skills: Illustration, comic book/story-boarding, character design and use of a flatbed scanner.

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