

Shaun Kessler
2218 Bond Avenue
Drexel Hill, PA 19026

Cell: 610-547-9735
eMail: Kessler@theartofkessler.com
Web: [Http://www.theartofkessler.com](http://www.theartofkessler.com)

Talented professional with experience in illustration and clean-up

Summary of Qualifications

Dedicated and talented vector artist and animator with a strong desire to expand current abilities and learn new ones. Experienced in illustration and cleanup for flash games and television. Exquisite knowledge of anatomy, principles of movement, and form. Willing to move and travel.

Education

Bachelors of Science in Media Arts & Animation, 2005
Art Institute of Philadelphia, Philadelphia, PA
3.8 GPA
Deans list multiple times

Professional Experience & Internships

Wildbrain Animation, Sherman Oaks, CA **October 2009 – November 2009**

Cleanup Artist

- Cleaned up two main cast characters.

Projects:

Polly Pocket (Flash Animated Series)

Ingeeni, Boston, MA **January 2008 – January 2009**

Cleanup Artist, Colorist, Prop Designer, & Animator

- Developed characters, props, and background elements from line drawings into final designs (inked, colored, and shaded).
- Designed props and background elements.
- Set up characters action sets through xml.

Projects:

Happy Hippos (Interactive Flash-Based World)

Creature Park (Interactive Flash-Based World)

Animax Entertainment, Culver City, CA **January 2007 – December 2007**

Cleanup Artist

- Designed and shaded key asset props in flash for online game.
- Stuck to a rigid deadline schedule with the studio while working remotely.
- Built Character Libraries for television series currently in production.
- Took characters from design to finished build: fully colored, inked, setup, and ready to be animated.

Projects:

BUFU (Flash Animated Television Show)

TY Girls (Interactive Flash-Based World)

Curious Pictures, New York, NY **August 2005 – December 2005**

Intern: Assisted Storyboarding & Design Departments

- Completed duties such as copying, Storyboard ID-ing, Paste-ups, and assembling Episode Design Packets.
- Assembled paste-up's and made sure that all pages were labeled properly and also that all needed elements were in each packet.
- Made sure that storyboards had the proper ID's for all elements.
- Attended both weekly storyboarding and design meetings as well as script meetings.

Projects:

Codename: Kids Next Door (Animated Television Show)

Software Skills

Adobe Creative Suite (including all associated programs), Avid, Final Cut Pro, Discreet Combustion, Autodesk 3D Studio Max, Autodesk Maya, Corel Painter, Pro Tools, Sonic Foundry Acid Pro, Sonic Foundry Sound Forge, Microsoft Office, Microsoft Windows, Apple OSX, Apple Quicktime, Basic HTML, CSS, and XML

Artistic Skills

Character Design, Prop Design, Concept Art, Layouts, Storyboards, Line quality & weight, Life Drawing, Light and Shadow, Gesture, Oil & Acrylic Painting, Charcoal, Pastel, Ink, Graphite drawing and painting.

Portfolio available upon request or online at [Http://www.theartofkessler.com](http://www.theartofkessler.com)