

SHANE RICHARDS

Location **Sydney, Australia**
D.O.B **3rd February 1984**
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EDUCATION

Advanced Graduate Diploma, Character Animation <i>Animation Mentor</i>	2008 -2009 www.animationmentor.com
Certificate, 3D Character Texturing <i>MAD Acadamy</i>	2005 <i>Sydney, Australia</i>
Certificate, 3D Animation <i>Australian Film, Television and Radio School</i>	2003 <i>Sydney, Australia</i>
Diploma, Interactive Multimedia <i>QANTM College</i>	2002 <i>Sydney, Australia</i>
Higher School Certificate <i>Cherrybrook Technology High School</i>	2001 <i>Sydney, Australia</i>

EXPERIENCE

Animator & Graphic Designer <i>Self-Employed, Freelance</i>	Mar 2007 - Current <i>Sydney, Australia</i>
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Manage my own business as a freelance animator and artist/designer.

Animator/Artist <i>Ainsworth Game Technology, Full-time</i>	Mar 2004 - Feb 2007 <i>Sydney, Australia</i>
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Responsible for conceptual game designs through to finished art for gaming machines. My role focused on 3D modeling, animation and illustration.

Multimedia Designer <i>Demonz Media, Contract</i>	Aug 2003 - Dec 2003 <i>Sydney, Australia</i>
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Contracted to work on a number of multimedia presentations and promotional material. My role focused on 2D animation, graphic design, storyboarding and screen design.

SKILLS & ATTRIBUTES

Autodesk Maya	Autodesk 3D Studio Max
Adobe Photoshop	Adobe After Effects
Adobe Flash	Adobe Illustrator
Animation Principles & Theory	Layout for Animation
Shot Planning & Storyboarding	
