
GREGORY T SHELBURNE



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(360) 901-0860

OBJECTIVE

Secure a position which allows me to utilize my vast experience in illustration, 3d modeling, texture creation, rendering, sculpture and rapid prototyping

SKILLS

3d modeling, illustration, animations, rendering, motion graphics, rapid prototyping and casting, Experienced in 3ds Max, Zbrush, Rhino, Photoshop, Painter, Phoenix FD, Vray, Corona Renderer

EXPERIENCE

FREELANCE 3D ARTIST

October 2016 – Present

I Have worked on a freelance basis for a number of companies over the previous eight years. I worked on a wide range of subjects and outputs from design, illustration, graphic design, storyboarding, animating and rendering and modeling for additive and subtractive prototyping processes for physical output. I've worked for toy manufacturers, consumer product designers, outdoor playground equipment manufacturers to custom yard décor.

ART DIRECTOR /SENIOR MODELER PATTERSON COMPANIES INC., VANCOUVER WA

April 2005 – October 2016

Responsible as Art Director and individual contributor for story boards, literature research, 3d modeling, rigging, morph animation and rendering. Primary accomplishments were preparing animations of complex surgical procedures for physicians to educate their patients.

ART DIRECTOR/LEAD ARTIST IE PRODUCTIONS, IDAHO FALLS, ID

January 2000 – April 2004

Directed several production artists, and worked as lead artist on a number of local, regional, statewide and national projects using 3d modeling and animation skills to create unique and innovative advertising for a variety of customers.

LEAD ARTIST QUSION ENTERTAINMENT, RIVERSIDE, CA

August 1995 – December 1999

Performed a variety of artistic tasks; concept art, final illustrations, texturing, modelling and animation, web graphics, storyboarding, interface design and sculpture.

EDUCATION

SALT LAKE COMMUNITY COLLEGE

Completed courses in 3d modeling, lighting and animation, Adobe Photoshop, typography, illustration, airbrush and screen printing

UTAH STATE UNIVERSITY

Completed courses in illustration, photography, design and layout, and anatomy & physiology. Left to pursue more computer-graphics oriented program at Salt Lake Community College