

# ShihanBarbee

T: 347.351.4956

E: SBarbee@ShihanBarbee.com

W: ShihanBarbee.com

## SUMMARY

I am a skilled 3D artist that is proficient at organic and hard surface modeling and texturing. I also have experience animating, rigging, lighting, designing, and compositing. My goal as a 3D artist is to use my artistic eye and technical knowledge to create art that is appealing and memorable.

## EXPERIENCE

**New York University** (Brooklyn, NY) **2017 - Present**

**Adjunct Instructor**

Intro 3D Computer Animation Class (BFA)

**Barry X Ball Studio** (Brooklyn, NY) **2016**

**Freelance Modeler**

Clean up sculpting for digital scans.

**Framestore** (New York, NY) **2015 - 2016**

**CG Artist Intern (Modeling, Texturing, and Look Development)**

- Lactaid "Two Cows" Spots- Modeling/ Texturing/ UV Layout/ Look Development
- AT&T Enterprise Commercial - Modeling/ UV Layout
- Apocalypse Now Trailer - Modeling/ Texturing
- Snapdragon "Prequel" - Modeling/ UV Layout

**Pratt Institute** (Brooklyn, NY) **2015**

**Adjunct Instructor**

Taught an Intro 3D Computer Modeling Class (BFA)

**The Animation Project** (New York, NY) **2014-2015**

**3D Animation Instructor**

Taught Animation for At-Risk Youth

**PI Art Center** (New York, NY) **2014-2015**

**3D Animation Instructor**

Taught an Intro Maya Class

**Naturel x Mr. Flawless Jewelry Collaboration** (New York, NY) **2014**

**Freelance Designer and Modeler**

Naturel x Mr. Flawless Jewelry Collaboration

**VS** (New York, NY) **2014**

**Freelance Modeler**

Nike "P Rod 8" Ad - Modeling

**Ilana Glazer's Chronic Gamer Girl** (New York, NY) **2013**

**Freelance Modeler/Animator**

Environmental Modeling/ Character Modeling/ Character Design/ Animation/ Texturing

SKILLS

212 Decibels (New York, NY)

2012 – 2013

**Modeler**

- Play Gig It - Character Modeling/ Character Design/ UV Layout/ Texturing/ Set Modeling
- Rock the Bells' Eazy-E Hologram - Character modeling/ UV Layout/ Texturing

**Software**

Maya -Zbrush - Mari - Photoshop - Keyshot - Unity – Unreal Engine - Mudbox - Nuke – Substance Painter – Substance Designer - Roadkill - Shave and a Haircut - 3DS Max - After Effects – Marmoset

**Renderer**

Arnold, V-Ray, Mental Ray

**Script Language**

-Mel, Python

**Operating Systems**

Linux, Windows, OSX

EDUCATION

**School of Visual Arts**

2010 – 2012

Master of Fine Arts (M.F.A.) in Computer Art

“Rob and Ham” Thesis

**Brooklyn College**

2005 - 2009

Bachelor of Arts (B.A.) in Digital Art