

SHANNON PAIMER

GRAPHIC DESIGNER, ILLUSTRATOR,
ANIMATOR, NEURO-ADVENTURER

email: workroom@mac.com

website: www.workroom.org

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WORK EXPERIENCE	2015–2017	MIDDLEBURY INTERACTIVE LANGUAGES <i>Illustrator & Animator</i> Responsible for character design, storyboarding, graphic design, sound design, illustration and animating using Adobe Animate CC and creating final videos in After Effects.
	2015–present	HELEN DAY ART CENTER <i>Lead Web Designer, Graphic Designer</i> Responsible for website updates, social media, print design, video promotion, gallery installations, teaching assistant and more.
	2005–2015	BLUEMARKER.COM , Montclair, NJ <i>Lead Creative, Freelancer</i> Responsible for art direction, illustration, branding, animation, rapid prototyping, game design, and app UX design for clients including PBS, Scholastic, Wiley, Nintendo, and more.
	2014	IDEO , New York, NY <i>Beta Tester</i> I was part of the beta testing team for IDEO/U, (IDEO's online school launched in 2015).
	2005–2010	ITVS AND ITVS INTERNATIONAL , San Francisco, CA <i>Senior Web Designer, Freelancer</i> Designed companion websites and interactive modules for movies presented by the PBS property Independent Lens.
	2001–2004	ODDCAST , New York, NY <i>Lead Web Designer</i> Created company's website as well as Flash sites and applications for clients such as MTV, VH1, Thomas the Tank Engine, Heavy Industries, and more.
	1997–2001	WNET / PBS , New York, NY <i>Production designer - Art Director</i> I worked my way from production designer to lead designer of Flash interactives and websites, to Art Director of New Media.
HONORS AND AWARDS	2014-16	DAYTIME EMMIES As of 2014, the PBS/WNET website and game design work I've done via Bluemarker has earned 8 Daytime Emmy nominations.
	2014	IBIZA MUSIC VIDEO FESTIVAL <i>Winner of Best Concept</i> Illustrated and animated music video for the band OK Go.

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EDUCATION

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| 2017 | VT FOLKLIFE CENTER
Discovering Community Summer Institute |
| | TETON SCIENCE SCHOOLS
Place Based Learning Boot Camp at Mountain River School |
| 2015 | SCHOOL OF VISUAL ARTS NYC (online)
Digital Portfolio with Stuart Rogers |
| | Type Identity with Dinah Fried and Joe Finocchiaro |
| | Visual Language with Richard Mehl |
| 2015 | SKILLSHARE (online) |
| | The Art of the Story: Creating Visual Narratives
Debbie Millman |
| | Hand-Lettering Workshop: Illustrating with Lettering
Mary Kate McDevitt |
| 2013–present | COURSERA (online) |
| | THE MUSEUM OF MODERN ART
Art & Activity: Interactive Strategies for Engaging with Art |
| | THE UNIVERSITY OF CHICAGO
Understanding the Brain: The Neurobiology of Everyday Life |
| | CALIFORNIA INSTITUTE OF THE ARTS
Live!: A History of Art for Artists, Animators and Gamers |
| | UNIVERSITY OF PENNSYLVANIA
Design: Creation of Artifacts in Society |
| | UNIVERSITY OF PENNSYLVANIA
Gamification |
| 1989–1993 | MASSACHUSETTS COLLEGE OF ART AND DESIGN , Boston, MA
BFA, Illustration (with departmental honors) |