Shaun Ellis
Illustrator and Concept Artist

ShaunEllisArt.com
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(617) 291-5939

Summary

I am an experienced artist and avid learner that is always on the lookout for new upcoming projects to be a part of. I have worked in Theme Park Development as well as Game Development on teams both small and large. I enjoy getting to be part of a collaborative environment where I can help the team take their current project to the next level of quality.

Specialties
Visual Development, Concept Art, Environment Design, Character Design, Modeling, Illustration.

Tools
Photoshop, Maya, Blender, Zbrush, Unity game engine, Unreal game engine.

Experience

Freelance Artist
Illustration and Concept Art
March 2020 – Present

- Creating illustrations for print and marketing purposes
- Visual development for productions as a concept artist and assisting development teams by visualizing a variety of features, spaces, and products.
- Past clients include:
  - Universal Creative, Fandom Tabletop, Critical Role, Paizo, Cloud9 eSports, Corgan Design Firm, USAopoly, and more.

Concept Artist
Demiurge Studios
November 2022 – June 2023

- Collaborated with Demiurge Studio's team of designers and developers by creating visualizations of planned features and suggestions for improvements for user experience.
- Assisted presentations with prospective clients by making artwork in the visual style of a variety of well-established IPs, and new IP exploration for in-studio development.
- Interfaced and coordinated directly with Demiurges Studio's client, Riot Games, to implement new art and update visuals to their game Teamfight Tactics. examples of completed tasks:
  - Create and implement new UI artwork for limited in game event.
  - Organizing and modifying character artwork used in game.
  - Assisted VFX artists by conceptualizing and hand animated assets used in "Treasure Realm" update.
  - Storyboarded cinematic experiences for limited in game event "Soul Fighter".

Concept Artist
ITEC Entertainment
May 2017 – March 2020

- Worked closely and collaborated with Creative Director, Writers, and a team of other artists to develop artwork and concepts for themed attractions and experiences.
- Was part of projects ranging in size for small single attractions and spaces, to full theme parks and business development.
- Created a wide array of concepts, illustrations, and artwork for a variety of attractions and services such as: dark rides, theatres, queue spaces, building facades, food and beverage spaces, merchandise store fronts, and more.

Lead Artist
Code91
January 2017 – October 2017

- Developed the style and took visual lead for Code 91 titles.
- Part of development for "League of Learning" series of educational games for use in classrooms to assist in teaching students Math and Sciences.
- Created majority of visuals. Starting from initial concept art to creating and implementing game ready assets for use in Unity Engine.
- Assisted in prototyping concepts within Unity Engine and participated in game design meetings.

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2D Artist

Heartquake Games

June 2016 – January 2017

- Took on the initiative in redeveloping the art direction and style of the company's game projects.
- Assisted in directing a small team of concept artists to ensure proper visual style and fidelity was met.
- Created sketches, early concepts and refined game ready 2D assets including modular tile sets, detailed props, UI, and various FX for use in the Unity game engine.

Concept Artist

SVA Games Inc

July 2015 – August 2016

- Designed a variety of characters, environments, and props that were handed off to the modeling team as well as giving supplement artwork to ensure modeling team could work efficiently.
- Developed visual style alongside Creative Director and Art Director for project "IronTitans"
- Aided Creative Director in developing the world setting of "IronTitans" by giving assistance in lore and supplementary visuals.

Generalist Artist

Badland Studio

April 2013 – May 2015

- Responsible for the creation of all 2D related artwork such as concept art, game textures, and UI assets and layouts.
- Responsible for many 3D game ready assets such as game ready environment pieces and props, various FX
- Aided in various coding tasks for shaders and the creation of simple scripts in C# for visual functionality.

Education

Ringling College of Art and Design

Bachelors, Game Art 2012