

# Chase Shields

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## Summary

I've always had a strong passion for learning and problem solving. That drive has led me through a career in design, web, 3D animation, games, and user interaction. I'm always looking for new ways to push myself to grow and challenge the way I think.

## Experience

### Senior Unity Developer

BOSS AI

Feb 2021 - Present (1 year 6 months +)

- Designed and built enterprise software UI using Unity
- C#, JS, React, WebGL, and UWP experience
- Lighting & Rendering optimization, 3D modeling, animation, and UI engineering
- Developed an automated build pipeline with CI/CD hooks

### Tech Animator

Big Grin Productions

Feb 2018 - Present (4 years 6 months +)

Character animation and animation engineering for various projects:

- Luka & the Lights short film using Unreal
- Salesforce Einstein commercials
- The Arc Encounter TV spot
- Pre K Kids Songs

### Senior Animator

Mighty Coconut

Feb 2022 - May 2022 (4 months)

- Created character animation in Unity
- Character Rigging
- Animation engineering
- Shipped Labyrinth level for Walkabout Mini Golf for VR

### Senior Animator

FarBridge

Jan 2022 - Feb 2022 (2 months)

- Character animation and engineering for Unreleased project in Unreal

### Senior Animator

III Fonic

Nov 2019 - Feb 2021 (1 year 4 months)

- Created character animation in Unreal
- Animation engineering in Unreal using C++ and blueprints
- Maya, MotionBuilder, and mocap experience
- Shipped Predator Hunting Grounds & Arcadegeddon for multiplatform



## Senior Animator

Rooster Teeth

Jul 2018 - Oct 2019 (1 year 4 months)

- Created animation for 1P and 3P in Unreal
- Animation engineering using Blueprints
- VFX and Shaders experience
- Shipped Vicious Circle for PC



## Animator

Retro Studios

Apr 2017 - Jun 2018 (1 year 3 months)

- Created character animation for Retro's proprietary engine
- Animation engineering
- Shipped Donkey Kong Tropical Freeze for Switch and Unreleased Titles



## Animator

Twisted Pixel Games

Jan 2017 - Apr 2017 (4 months)

- Created character animation for TPG's proprietary engine
- Shipped Wilson's Heart VR for Oculus



## Sr. Digital Artist

Mighty Coconut

Jul 2016 - Jan 2017 (7 months)

- Created character animation for 13 episodes of Kings of Atlantis for Youtube RED
- Character rigging & animation feedback



## Animator

Reel FX

Dec 2014 - May 2016 (1 year 6 months)

- Created character animation in Maya for various titles and projects:

Rock Dog

Amigo to the Rescue App

Ice Age 5 Commercials

TMNT2 Marketing

WISH Police Pre-production

Scoob! Pre-production



## Animator

## House of Moves

Sep 2014 - Nov 2014 (3 months)

- Created character animation in MotionBuilder for Mortal Kombat X
- Responsible for game animations for Kenshi, Takeda, Mileena and Johnny Cage
- Mocap experience



## Animator

Blur Studio

May 2014 - Sep 2014 (5 months)

- Created character animation in SoftImage for Halo: The Master Chief Collection cinematics (Halo 2)
- Created character animation for Assassin's Creed Unity TV spot
- Mocap experience

## Freelance Developer

Self

Jan 2011 - Present (11 years 7 months +)

Web Design, Animation, Game Development for various projects through the years.

## Lead Graphic Designer

MLT Innovations Inc.

Jan 2011 - May 2013 (2 years 5 months)

Design print materials, web advertisements, web sites, and any other marketing needs for clients.

## Education

### Animation Mentor

Advanced Character Animation, Character Animation

2010 - 2012

Mentors:

Class 1 - Jon Collins, Pixar

Class 2 - Kevin O'Hara, Pixar

Class 3 - Pete Paquette, Blue Sky

Class 4 - Ray Chase, Reel FX

Class 5 - Brent Homman, Disney

Class 6 - Greg Whitaker, Dreamworks



### Indiana University–Purdue University Indianapolis

New Media, Animation

2010 - 2011

## Skills

Graphic Design • Outdoor skills • Leadership • Character Animation • Web Development • Game Development • User Experience (UX) • Front-End Development • C# • React.js

## Honors & Awards

**Douglas Trumbull Scholarship - Visual Effects Society**

Oct 2011

A scholarship given out by the Visual Effects Society to honor Douglas Trumbull.

**Eagle Scout Award - Boy Scouts of America**

Apr 2007

The highest award for youth in the Boy Scouts of America.