Shanna Cundal

Concept Art I Illustration I Visual Development

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Experience

Jan 2015-Nov 2015

Schoolism & Comic Art Vancouver BC
Artist
Took a break from career to develop skills and persue personal projects. Developed short comic piece for the 2015 *Vancouver Comic Arts Festival*. Particpated in classes at schoolism.org aimed towards understanding color, light, and conceptual art. Paricipated in Rad Sechrist's Storyboard online class.

Jul 2014-Dec 2014

Bron Studios Vancouver BC
Visual Development Artist
Aided in the pre-production process creating original environment, character, and props concepts to visually guide the style for feature movie *Henchmen*. Actively participated in biweekly development review critique process.

Apr 2014-Jun 2014

Rainmaker Entertainment Vancouver BC
Production Designer
Worked in the feature department on Mattel's 3d animated Barbie toy line producing sets and props for The *Princess and the Popstar*. Developed orthographic diagrams tailored to the needs of modeling.

Sep 2013-Apr 2014

East Side Games Vancouver BC
Artist
Worked as sole artist aiding in the look and feel for the project *Mighty Bots*. Established key art, assets, and environment. Developed concepts from rough sketches to polished game art.

Jan 2013-Apr 2013

Fathom Interactive Vancouver BC
Concept Artist
Worked on various undisclosed projects producing conceptual work as per the needs of the director.

May 2011-Dec 2012

Nerd Corps Entertainment Vancouver BC
Jr. Designer
Worked on titles *Monster High* and *Slug Terra* producing conceptual work for 3d modellers including: character, prop, and set design. Developed concepts from rough sketches to orthographic views to finalized polished pieces for modelling. Created texture sets for modellers to use during asset creation.

Software	Skills	Projects
Adobe Photoshop	Highly Organized	Henchmen (feature)
Adobe Flash	Able to accept feedback	Princess and the Popstar (feature)
Corel Painter	Able to work in variety of styles	Mighty Bots (mobile)
Paint Tool Sai	Flexible with given tasks	Pot Farm (mobile)
Autodesk Maya - some experience	Excellent communicator	Monster High (television)
Foundary Modo - some experience	Genuine curiousity to learn and grow	Slug Terra (television)

Education

Capilano University I Commercial Animation Program
Vancouver, B.C. Commercial Animation Degree 2009-2011

University of Washington I Visual Communication Design
Seattle, Washington Bachelors of Fine Arts 2005

References

Milena Zdravkovic
Art Director at Rainmaker Entertainment   macaz@yahoo.com

John Marinakis
Art Director at East Side Games   john@eastsidegamestudios.com