SHANNON HALLSTEIN

Visual Development & Character Design

Experience

Premise Entertainment
Character Designer May 2023- Present
• Design and packet Characters for unnanounced CG feature.

Walt Disney Animation Studios
Visual Development Artist June 2022-April 2023
• Design props and environments for Tiana Series.
• Create Story paintings for Development.

Disney Television Animation
Freelance Visual Development Artist August 2021 – October 2021
• Bring 2D character concepts to CG environment

Warner Brothers Animation
Visual Development Artist May 2021-March 2022
• Design, turn, and paint characters for Wings of Fire project.
• Complete Texture Callouts and create HiRes textures for model packs.

Dreamworks Television Animation
Visual Development Artist June 2019-May 2021
• Design, turn, and paint props, characters, and sets using Photoshop and Maya for Apple Tv+ Doug Unplugs and Hulu's Abominable Invisible City.
• Complete Texture Callouts and create HiRes textures for model packs.

Hasbro Inc.
3D Design Intern March 2018 – June 2018
• Create 3D concepts in ZBrush for branded toy designs in collaboration with managers for Star Wars®, Marvel®, Transformers®, My Little Pony® and more.

Technical Proficiencies

Photoshop • Procreate • ZBrush • Maya • Microsoft Office

Awards & Achievements

• Francis Larkin McCommon Full-Tuition Scholarship Recipient, SCAD | 2015 – 2019

Education

BFA Animation - Savannah College of Art and Design G.P.A 4.0

Contact

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Password protected content on portfolio provided upon request.