

# SHELLEY MONAHAN CREATIVE MASTERMIND

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I am a game artist with experience creating assets and managing art resources for both social and mobile development studios. My goal is to apply my creative and collaborative talents to help make the most excellent games in the industry. I also have a strange affection for the giant squid.

## EXPERIENCE

The Playforge - SAN FRANCISCO CA  
Lead Artist, November 2011 - August 2013  
Art Director, August 2013 - January 2014

As the head of the art team at a small mobile company, I was responsible for a wide variety of tasks. I managed the art pipeline to facilitate best use of art resources across the company, acting as the main liaison between the artists and the rest of the studio. I provided artistic direction and creative leadership for products in development, and worked with game artists to maintain consistency in art assets for live games. Additionally, I helped concept, design, create, and polish any art assets as needed for games and marketing materials.

Playdom (Disney Interactive) - SAN FRANCISCO CA  
Game Artist, January 2011 - October 2011

Working at Playdom's SF studio, I created original concept art, production art, and textures for 3D models. I worked in a broad range of styles, from atmospheric digital painting to high-polish icon sets. I also helped mentor junior artists, and worked with the art directors and producers to help compile style guides.

Playdom (Disney Interactive) - SAN MATEO CA  
Graphic Designer, Marketing, December 2009 - April 2011

I was responsible for visually developing and implementing art and design concepts for a wide range of marketing materials. I utilized raw assets delivered by game studios to advertise game launches and other promotions. I also managed outsourcers, providing specs and direction for marketing assets and game trailers, then presented that work to internal PR and marketing for approval.

Aorta Magazine - SAN FRANCISCO CA  
Visual Designer & Illustrator, September 2010 - August 2011

Aorta is a non-profit collective that publishes a bi-annual glossy art magazine. I created pro-bono illustration and design assets for the magazine, website, and other collateral. I worked closely with the editorial staff as well as other designers to develop bold, colorful article layouts and typographic treatments.

Cosmonaut - SAN FRANCISCO CA  
Owner and Lead Designer, August 2007 - October 2009

Cosmonaut was my personal line of handmade products. I was responsible for all aspects of running the business, including product design, production, participating in retail events and managing wholesale and consignment accounts.

School of the Arts - SAN FRANCISCO CA  
Instructor, Intro to Drawing and Painting, September 2007 - June 2008

I taught 9th graders how to draw and paint from life using pencil, charcoal, and acrylic. The curriculum also included composition and art criticism.

## EDUCATION

Renaissance Entrepreneurship Center - SAN FRANCISCO CA  
Business Planning Course, 2007

Academy of Art University - SAN FRANCISCO CA  
BFA, Fine Art, 2001 - 2006

## SKILLS INCLUDE

### SOFTWARE

Photoshop, Illustrator, Flash, InDesign, Corel Painter, Sketchbook Pro

### PROJECT MANAGEMENT

Basecamp, Jira, Confluence, Pivotal Tracker (Agile tool)