

SHANNON HENRY

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SKILLS

- Traditional art skills
- Painting
- Graphic Design
- Collaborative mindset
- Brand experience
- Sculpture
- Typography

PROGRAM SKILLS

- Illustrator
- Photoshop
- After Effects
- Premiere
- InDesign
- Audition
- HTML + CSS
- Cinema 4D
- Maya
- Microsoft Office Suite
- Bootstrap + Materialize
- Javascript + jQuery
- Node.js

PURPOSE

Objective: I am a hard working designer with proven leadership and organizational skills seeking to apply my abilities. I am a new full-stack developer hoping to combine these skills with my design skills to create new ways to further develop the web.

EDUCATION

Coding Full-Stack Web Developer Bootcamp
University of Kansas, Overland Park, Kansas, May 2019

BS in Animation and Interactive Media with a minor in Studio Art
Bradley University, Peoria, Illinois, May 2017
Graduated Cum Laude

EXPERIENCE

Freelance 3D Modeler 2018
Willbanks Consulting Group, Oklahoma City, OK

- Worked with the client through WCG to design the product that was desired
- Communicated with team members to work on edits
- Hands on experience with Maya, branding, and working together as a team to reach the desired goal

Creator, Director, and Animator 2016-2017
Senior Animation Short Film
Bradley University, Peoria, IL

- Worked on character design, story creation, and environment design
- Created animation and visual effects, and directed the film *Tempus*
- Created blog and showed progress of creating the animated short from the beginning

Graphic Design Intern Summer 2016
Dave Magrogan Group, West Chester, PA

- Worked on menus and advertisements
- Designed Snapchat Geofilters, and T-shirts for the many restaurants owned by DMG
- Hands on experience with graphic design, marketing, and restaurant openings

Animation, Art and Graphic Design Classes 2013-2017
Bradley University, Peoria, IL

- Experience in a number of animation and graphic design programs
- Taught self additional programs on own time
- Learned the process of animation and graphic design skills