

Shaun Keenan
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Experience

- Nintendo Software Technology (NST) Visual Development and Production artist, Jan 2015-March 2017
- S2games - Concept artist: environments, characters May 2014-Nov 2014
- Quango Studio- Contract concept artist: textures, illustration, Oct 2012- Jan 2014
- Supergenius Studio-Concept Artist on video game "Forge" March 2012-July 2012
- Hingedigital- Concept Artist July 2010- Sep 2010
- Cinematics-Storyboard artist April 2010- June 2010
- Liquid Development- Concept Artist
"Warhammer Blood Bowl Legendary Edition" Jan 2010- Feb 2010

Freelance Concept Artist/illustrator

- 2009- present

Software:

Photoshop
Familiar with Maya and Zbrush

Education:

Art Institute of Portland

- B.A. in Media Arts and Animation

Accomplishments/other:

Won Grand prize in national concept art contest "ultimate hunter" by EvolveCG