



**Shane Chambers**  
CG Generalist

## Contact

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## About Me

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I'm a Gnomon graduate, with more than 5 years of studio experience working as a 3D Generalist and Lighting Artist in film and games. I have enjoyed working on several big films and I am excited for any opportunity to join a team of talented artist in bringing great ideas to life.

## Education

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**Gnomon School of Visual Effects** 2015 - 2017  
Games Generalist Track

My focus during school was on creating efficient, high quality film and game assets. I worked mostly on creature and character projects to bolster my anatomical knowledge, develop a good understanding of the asset pipeline, and learn to apply the same attention characters receive to all of the art that I make.

## Social

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shaneagain



shanechambers

## Work Experience

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### Luma Pictures

Mar 2020 - Jul 2022

CG Generalist and Lighting Artist

I worked equally between the asset and lighting departments - modeling, texturing and look developing assets for projects like Marvel's "I Am Groot," "Eternals," and "Loki." Most of my time was spent on setting up and iterating light rigs in Katana, for hundreds of shots across multiple shows.

### Griffith Observatory

Aug 2018 - Feb 2020

Character and Creature Generalist

My primary tasks included modeling, texturing, look development, rigging and animation of character and creature assets for "Signs of Life" at the Griffith Observatory Planetarium.

### Hammer Creative

Jan 2018 - Jun 2020

CG Generalist

My responsibilities were to rig character and creature assets as well as model, texture and groom them. I also managed renders, assembled scenes, and troubleshoot render issues.

### Volition Studios

2019 - Present

CG Generalist

Volition Studios is my own freelance company. I have worked on film commercials, mobile games, VR experiences, and mixed media exhibitions that have been displayed in museums around the world. I've been able to explore the many departments of VFX, and have gotten a wide perspective of the industry as a whole.

## Proficient Programs



Maya



Zbrush



Katana



Nuke



Unreal



Mari



Substance



Ornatrix



Marvelous



Rapid Rig

References On Request