



Shane Zalvin

Development Artist, Storyboard Artist, Animator, Sculptor

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OBJECTIVE

To apply my 22 years of experience in the entertainment industry and my diverse artistic skills to bring new characters and ideas to life.

EXPERIENCE

2011

DISNEY IMAGINEERING

WORLD OF COLOR: TERRIBLY TWISTED TALES

- Developmental Digital storyboards for a new "World of Color" show.
- Took existing short-film' elements, expanded environments, created new shots and action.
- Created original sequences based loosely on five existing feature films, as well as the transitions between each sequence.

DUNCAN STUDIOS - client: DREAMWORKS ANIMATION

KUNG FU PANDA 2 - DVD-extra, 18 min. animated film

- Produced traditional pencil-on-paper 2D character animation.
- Used Director's handout notes as a starting point for action and character performance.

2010

DISNEY TOON STUDIO

FEATURE FILM DEVELOPMENT PROJECT - THE PROTOTYPE

- Developed character designs based on Director's vision for the four main characters.
- Produced six B&W rendered "Story Moments" for Director's pitch board.
- Created the design and character artwork for movie poster (part of pitch material).

NICKELODEON ANIMATION STUDIOS

KUNG FU PANDA: LEGENDS OF AWESOMENESS

- Digital storyboards created in Photoshop CS4 and Adobe Bridge
- Interpreted Teleplay and Director's notes into a working rough board for internal review.
- Revised rough board for First animatic, concentrating on character performance and staging, incorporating recorded dialogue and notes from Director, Head Writer, Supervising Director and Show Runner.
- Suggested dialogue, action and performance changes during both boarding phases.

2009

DISNEY TOON STUDIO

TINKERBELL: THE MYSTERIOUS WINTER WOODS

TINKERBELL: THE GREAT FAIRY RESCUE

- Digital storyboards using Adobe Photoshop CS2 and Bridge and DTS's GDI database.
- Worked from Director's handout, usually story beats and script pages to produce rough and final boards for each screening.
- Suggested new or revised dialogue, action and character performance.
- Worked as a member of a team, with Director, Story Artists and Writers to brainstorm solutions to story and character problems.

2008-2009	<p>TOIION, Inc.(KOREA) DINO-MOM - FEATURE FILM</p> <ul style="list-style-type: none"> · Produced detailed digital storyboards from here in the U.S. with Director, John Kafka supervising myself and three other story artists. · Began work from Director's notes, script pages and pre-recorded dialogue as a guide for each sequence. Always adding to and plussing the material. · Addressed Director's notes after rough storyboard phase was completed. Then final boards were produced and turned in to the film Editor.
2007-2008	<p>DISNEY TOON STUDIO TINKERBELL: MID-SUMMER STORM TINKERBELL</p> <ul style="list-style-type: none"> · Digital storyboards using Adobe Photoshop CS2, Bridge and DTS's GDI database. <p>DEVELOPMENT PROJECTS: CIRCUS and proposed WALL-E sequel</p> <ul style="list-style-type: none"> · Produced VisDev character artwork and sketches for Monkey and Lion as well as "Story Moments", including rough concepts for Circus Freaks. · Illustrated multiple "Story Moments" and story suggestions, some taken to full-color for proposed "WALL-E" sequel. · Created new robot character called the "E.G.G." which would have played a prominent roll in the expanded story. · Created artwork showing the "E.G.G." robot from all sides as well as a larger illustration of the E.G.G. at work.
2007	<p>CHIODO BROS. - Client: SOBE FLAVOR CHARACTERS commercial</p> <ul style="list-style-type: none"> · Character development designs to represent SOBE flavors for muppet-like puppets. · Five different flavor characters, inspiration found from the look and beneficial properties of each natural herb.
2006	<p>DISNEY CIRCLE SEVEN TOY STORY 3 (Shelved)</p> <ul style="list-style-type: none"> · Character VisDev Artist - All 'Recalled' toys and Mr. Kagoy the toy designer <p>CHIODO BROS. - Client: ABC Family Television Christmas-Themed Interstitials (unproduced)</p> <ul style="list-style-type: none"> · Character VisDev Artist – Santa and male and female Elves
MEMBERSHIPS	<p>THE ACADEMY OF MOTION PICTURE ARTS AND SCIENCES ASIFA ANIMATION GUILD LOCAL 839</p>
AWARDS	<p>EMMY AWARD CERTIFICATE FOR WORK ON PBS SPECIAL "ROMAN CITY"</p>
QUALIFICATIONS	<ul style="list-style-type: none"> · Over 20 years of Professional experience. · A diverse artistic skillset, including: Digital Storyboarding, Character Design, Maquette and Toy Sculpting, 2D animation for Feature and TV, Toy Design and Illustration, Character and Background Layout, Animation Sheet Timing. · Creative ideas and solutions, as well as an excellent work ethic. · Comfortable on both MAC's and PC's, Wacom Cintiq's, Pencil and Paper.
SOFTWARE	<p>Adobe Photoshop and Bridge, Sketchbook Pro, MS Word, MS Excel</p>