

SHAWN MYERS - MOTION DESIGNER

513.227.9590
Moshawn.com
MoshawnInc@gmail.com

SENIOR UI/UX/3D MOTION DESIGNER II, Uber Elevate, San Francisco, August 2019 - Present.
3D Modeling & Animation, UI/UX Interactions, Infographic & Explainer Animations, Product Design.

SENIOR UI/UX MOTION DESIGNER, NIO (NEXT EV), San Francisco, September 2017 - April 2019.
Motion Principles Definitions, Autonomous Car UX, Delightful Animations, Spec Creation, Jira, Developer/Engineer Integration, Limited Hardware, Team Morale Booster, Next Generation Instrument Clusters (Future Vehicles), Spreadsheet Management, Videography, Editing, 3D.

SENIOR UI/UX MOTION DESIGNER, Fitbit Inc, San Francisco, November 2015 - September 2017.
Navigation/Rapid Prototyping, Motion Principles Definitions, Delightful Animations, Spec Creation, Developer/Engineer Integration, Limited Hardware, Team Morale Booster, Agile, Jira.

CO-HOST / AUDIO ENGINEER, Motor Trend Audio, San Francisco, April 2014 - November 2016.
Award Winning Car Podcast, Audio Editing, Interviews, Photography, Videography, Field Recording.

FREELANCE MOTION DESIGNER / DIRECTOR / EDITOR / SOUND, May 2008 - November 2015.
Google, YouTube, Square, Goodby Silverstein & Partners, Draft/FCB, Eleven Inc, Cobra Creative, Organic, Venables Bell & Partners, Crispin Porter Bogusky, 17 Feet, Autofuss, Wieden+Kennedy, Beast, Salesforce, The Martin Agency, Mekanism, Odopod, OLSON denali, Pereira & O'Dell, Safe Camp, Space150, Tool, XYZ Graphics, Razorfish, Raygun Studio, Total Media Group, Riney

SENIOR MOTION DIRECTOR, EVB Inc, San Francisco, January 2007 - May 2008.
Motion Department Manager, Technical Supervisor, Visual Effects, Editorial, 3D, Audio Editing.

MOTION DESIGNER, Hyperquake, Cincinnati, January 2005 - December 2006.
Visual Effects, Motion Design, Editorial, Audio Editing, 3D Animation, Flash Integration.

TOY DESIGNER, Hasbro Inc, Pawtucket, February 2000 - May 2002.
Star Wars Toy Design, 3D Modeling, Liaison with Lucasfilm for image requests, Image Archiving.

GAME DESIGNER, Parker Bros Milton Bradley, Springfield, September 1998 - December 1999.
Board Game Design, Game Testing, 3D Modeling, Star Wars Trivial Pursuit, Risk 2210.

COMPUTER SKILLS

After Effects, Photoshop, Premiere, Sketch, Cinema 4D, Audition, Lightroom, Illustrator, Flash, Pro Tools, Final Cut Pro, 3D Studio Max, Soundbooth, Motion, Aperture, HTML, Excel, Filemaker, Jira, Agile

AGENCY CLIENTS

Levi Strauss, Bank of America, A&E, RCA, Apple, Intel, Disney, Nike, Adidas, Dreamworks Pictures, Proctor & Gamble, Sprint, Cliff Bar, Microsoft, Callaway, Adobe, Tropicana, Frito-Lay, Hyundai, Lego, Amtrack, Ace Hardware, Lands End, AT&T, Marvel, Lerner Books, Corona, Syfy, Farmers Insurance.

EDUCATION

B.A., University of Cincinnati, Cincinnati Ohio, Honors Diploma, Majored in Digital Design.