



www.tavshande.com

TAVERSHIMA SHANDE (TAV)

tshande@hotmail.com

T (831) 241-4885

Electronic Arts

Dead Space

Sr. Environment Artist/ Vehicle Artist/ Weapon Artist

Redwood Shores Parkway

Redwood City, CA 94065

November 2006 - November 2008

*responsibilities-First, during pre-production, with help from two other artist we created a naming convention for the game, a wiki page, and a list of best practices with resources for other artist to follow during development of the game. We then modeled and textured a v-slice demo. During development I was the deck lead for chapters 2 and chapter 5, I was responsible for helping to create a paper map, blocking out a 'logic' pass to help realize the spaces and also split the levels up into chunks other artists could work on. I was also responsible for modeling and texturing the environments, models, and props seen in the portfolio section. I was also in charge of shader pipeline development with R&D.

Electronic Arts

Tiger Woods PGA Tour 07

Lead Structure Artist / Environmental course artist

Redwood Shores Parkway

Redwood City, CA 94065

Aug 2006 - Nov. 2006

*responsibilities- Build and textures all the structures on the courses based on photographs and concept art while training Jr. artists on the pipeline.

Electronic Arts

James Bond; From Russia With Love

Environment artist/Vehicles/ Primary object modeler.

Redwood Shores Parkway

Redwood City, CA 94065

March 2005 - Aug. 2006

*responsibilities- Create models, textures, props, vehicles, and environments for the final level, and the vertical slice.

America's Army (PC):

America's Army PC Game

Model and texture artist.

MOVES Institute NPS

Monterey, CA 93940

April 2003 - March. 2005

*responsibilities- My primary responsibility was creating models and texturing static meshes for the environments, along with vehicles and first person weapons.

Technical Skills

Maya 2009
Mudbox 2009
Z-Brush 3.1
Unreal ED.
Adobe Photoshop
Adobe Premiere
Adobe Illustrator
Macromedia Dreamweaver
After Effects
Wordpress

Artistic Skills

Strong focus on traditional skills and the fundamental elements of design and aesthetics.

Abilities

3D modeling (Sub-D, NURBS and Polygons. High Poly and Low Poly)
Texturing, realistic or stylized.
Unreal Editor and Unreal shader network
Lighting and color theory
Traditional 2D illustration
Concept art
3D Animation
Console and PC development experience
Ability to communicate and work effectively and efficiently, within a group or as an individual, in a professional yet friendly manner.
Ability to create optimized and refined art assets.
The ability to grasp new concepts quickly.

Education

1998 – 2002 Savannah College of Art & Design, Savannah, GA
Computer Art BFA, Focus in 3D. Cum Laude
2005 ...Z-Brush advanced Modeling course by Electronic Arts.
2005...Advanced Lighting and Modeling techniques by Electronic Arts.
2000... Maya certified training in character animation by Alias|Wavefront.

Achievements, Exhibitions & Awards

Dead Space " Action Game of the Year." AIAS annual Awards 2009
America's army has received numerous awards; some are listed on the website. www.americasarmy.com
A short 3D animation piece, "This Old Mouse," aired on TechTV 2002.
The two short animation pieces, "Haniel," and "Nadia," were exhibited in the SCAD Trustees theater.
Inducted into The National Creative Society. April 22, 1998

Interests and activities

All things in the creative field, creating short films, photography, script writing, videogames, drawing, traveling, 3D/ 2D motion graphics, and music creation. Basketball, paintball/Airsoft, and numerous sports.

photography

www.flickr.com/photos/tavshande/sets/72157614853958686/

www.stylecanary.com

www.thepartysoverhere.com.com

Short films

<http://vimeo.com/tav/videos/sort:plays>

*My favorite, old, videogame of all time is 'Out of this World' (Snes)

My linked in Profile:

<http://www.linkedin.com/pub/1/478/359>