

FAITH SHIELDS

Game Artist & Interactive Designer

About Me

For as long as I can remember, I have had a passion for the interactive nature of video games and the unique stories they can tell. I specialize in 3D gameplay animation, modeling, and game design. I use these skills to inspire change through entertainment, education, story-focused gameplay, and worldbuilding.

Education

Ohio University - Honors Tutorial College
B.A. in Media Arts and Studies with a specialization in Games and Animation, Summa Cum Laude
Minor in Studio Arts

Experience

2020 - Present, Game Artist & Interactive Designer - LittleSeed

I work through the entire artistic and development pipelines to create 3D assets, animations, and gameplay systems for VR and AR experiences that deliver evidence-based fun in the medical and educational fields.

- **Archaeological Research Institute**
In collaboration with the team at ARI, I developed an educational AR app, created a variety of animal animations, and illustrated the children's book: Rex Official Barkeologist.
- **CogRISE**
I rewrote code, developed new systems, and created new models to update this memory game that helps children with head trauma.



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Portfolio: faithshields.com

Social: @creatorfaith

Skills

3D & 2D Animation,
3D Modeling & Sculpting,
Rigging, Concept Art, C#, Game
Development, Storytelling

Software

Blender, Unity, Maya, Adobe
Photoshop, Illustrator, After
Effects, Premiere, Toon Boom
Harmony