



## Education

**Bachelor of Fine Art** **May 2025**  
Major: Technical Animation  
Minor: Interactive Design and Game Development  
Savannah College of Art and Design - Savannah, GA  
Honors: Magna Cum Laude  
Courses of Study Included:  
Game Art, Digital Design Aesthetics, Programming

## Work Experience

**Style Studios** **Jan 2026 - Present**  
3D Modeler/ Texture Artist Intern  
**Nordstrom Rack** **Nov 2025 - Jan 2026**  
Seasonal Service Experience Rep  
**CVS** **Summer & Winter 2023**  
Store Associate

## Technical Skills

3D modeling, procedural modeling, texturing, lighting, environment layouts

## Software

AutoDesk Maya, ZBrush, Blender, Unreal Engine, Houdini, Adobe Suite  
(Substance Painter, Photoshop, Premiere Pro), Microsoft Office Suite (Word, Excel)

## Collaborative Work

**Atonal Coda** **2026**  
Directed by Zag Cook  
3D Modeling, Texturing, & Concept Art  
**Studio Homestead Opener** **2026**  
Directed by Clay Thomasson  
3D Modeling and Texturing  
**Alienated** **2025**  
Directed by Andrew Erbskorn  
3D Modeling, Texturing, Lighting, & Environment Layout

## Skills

Adaptive, Passionate, Communicative, Detail-oriented, Multitasking, Organize

## Awards

MAKE Thesis GRANT **November 2024**  
SCADamp Certification **September 2024**  
Certified in Adobe Photoshop **May 2022**  
SCAD Academic Honors Scholarship **May 2021**

## Website

www.ashleyshellow.com