

Shanna Tellez, MAAE

SKILLS

Always Curious ART EDUCATION **Illustration** ART DIRECTION **Concept Development**
CHILDREN'S EDUCATIONAL CONTENT **Interactive Media Design** COLLABORATION **Leadership**
TEAM RELATIONSHIPS **Critical Thinking**

EXPERIENCE

SE Tellez Illustration and Art Education, Los Angeles, CA

Owner

JAN 2018 - PRESENT

Personal Goal Pursuit, Los Angeles, CA

SEPT 2015 - DEC 2017

- Master of Arts in Art Education, University of Florida

Arts for LA, ACTIVATE, Los Angeles, CA

Fellowship

SEPT 2016 - MAY 2017

- **ACTION:** Created and implemented a school community-based arts program. Developed lessons, procedures, managed volunteers, and recommended budget expenditures. **INNOVATION IN ARTS ADVOCACY AWARD RECIPIENT.**

The Walt Disney Company, Los Angeles, CA

Art Director | Disney Consumer Products and Interactive Media

APR 2007 - DEC 2015

- Performed as artistic point person on 38+ projects resulting in superior brand management and consistency.
- Created detailed digital and traditional artistic concepts resulting in high-caliber presentations for games in development.
- Documented and delivered detailed art direction and gameplay feedback as well as approvals for game milestone submissions of multiple Disney-branded titles from design documents to asset submissions and work-in-progress builds; through written communication, sketches, and in-person dialog, for enriching the brand product.
- Maintained relationships with several artistic development teams and individuals through various communication outlets resulting in the production of distinctive interactive and educational games for preschool and grade school aged children.

Senior Artist | Buena Vista Games

APR 2006 - FEB 2007

- Created detailed digital and traditional artistic concepts and storyboards for handheld game platforms.
- Documented and delivered gameplay and artistic feedback for enhanced production quality.

Snap TV Games, Los Angeles, CA

Art Director

JUN 2006 - DEC 2006

- Provided Art Direction services for *Guess How Much I Love You DVD Storybook Game*, iParenting Media Awards and Dr. Toy Best Product winner

B1 Media, Los Angeles, CA

Senior Art Director

2005 - MAR 2006

- Art directed games for the DVD Awards Game Play DVD nominated *Harry Potter and the Goblet of Fire DVD*.
- Collaborated with all management levels on internal development of DVD games, as well as maintaining relationships with licensors, through digital and in-person communication, resulting in enhanced DVD experiences.
- Co-created and maintained artistic development schedules through pre-production scheduling and organizational data management, increasing on-time production.
- Standardized the infrastructure between production entities by implementing artistic approval processes and procedures increasing efficiency.
- Led and managed teams of multiple cross-functional artists from hiring through performance management, including background, concept, animation, and 3D artists.

Art Director

2004 - 2005

- Developed, created, and animated the DVD menus for Telly Awards 2006 Film/Video Silver Winner *Cinderella Platinum Edition DVD*.
- Established look and feel for multiple simultaneous DVD game titles through concept development, maintaining brand integrity.
- Built and managed teams of multiple concept artists, contract artists, animators, and graphic designers for the production of several DVD games; from the hiring process through asset development, scaling up production teams for rapid expansion.
- Maintained relationships with external contract artists, through consistent communication, resulting in reliable turnarounds for specialized work.
- Documented and delivered detailed art direction and gameplay feedback through written communication, sketches, and in-person dialog, resulting in high-quality deliverables.

Graphic Designer

AUG 2003 - 2004

- Designed, created, and animated multiple DVD platform menus and set top games, utilizing digital design programs, and ensuring client deadlines were met

Professional Development, Los Angeles, CA

JAN 2002 - AUG 2003

- Art Center College of Design courses, including Adobe After Effects, for continuing and enhancing professional artistic development.

The Walt Disney Company, Los Angeles, CA

Lead Artist | Disney Interactive

1996 - JAN 2002

- Co-established overall art direction, including color palette and lighting design, for Academy of Interactive Arts and Sciences PC Game of the Year – *Disney's Villain's Revenge*.
- Provided art direction for the first ever Disney Princess PC product line, including *Princess Fashion Boutique*, *Jessie's Wild West Rodeo*, *Cinderella's Dollhouse*, and *You Can Fly! with Tinkerbell*.
- Co-created and maintained artistic development schedules with producers and project managers, ensuring that deliverables were on-time and within budget.
- Performed art direction for and led internal and external cross-functional art teams consisting of animators, 3D artists, contracted artists, and graphic designers through hands-on communication resulting in finely tuned asset production.
- Strategized with marketing and localization teams to ensure brand integrity, and timely delivery of shared assets and production information.

Graphic Artist – Buena Vista Software

JUL 1994 - 1996

- Background Painter
 - Conceptual Artist
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EDUCATION

Master of Arts in Art Education – University of Florida

Phi Kappa Phi, Golden Key International Honour Society

BFA, Graduate with Honors – Art Center College of Design