

Shane Huntoon

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Education

Ferris State University

2020 Aug – 2023 Aug | Big Rapids

Bachelors of Applied Science - 3.7 GPA

- Graduated majoring in Digital Animation and Game Design. Classes taken included: 3D Animation and Modeling, Digital Sculpting, Advanced Modeling: Vehicle and Structure, 3D Digital Texturing, Advanced Lighting and Rendering, Interaction Design, Multimedia Design, and Game Programming.

Professional Experience

Buffalo Wild Wings

2024 Jan – present

Line Cook

Sterling Heights, Michigan

- Prepare food and help make sure orders are going out smoothly.

iD Tech

2023 Jun – 2023 Aug

Technology Instructor

Stanford, California

- Instructed students between the ages of 7-17 at various software including Unreal Engine 5, Blender and Roblox Studio. Also helped with various roles such as directing traffic and welcoming parents and students to the program.

Sterling Heights Parks and Recreation

2014 Jun – 2019 Aug

Summer Camp Leader

Sterling Heights, Michigan

- Directed various outdoor and indoor activities with children between the ages of 6 - 13. Activities could include sports, games, arts and crafts.

Skills and Software

- | | | | |
|---------------|----------------|---------------------|-------------|
| • Blender | • Godot Engine | • Unreal Engine | • Photoshop |
| • Illustrator | • InDesign | • Substance Painter | • Figma |

Projects

Project Multiply

2023 Sep – 2023 Dec

Wolverinesoft

3D Modeler for a semester at the University of Michigan's proprietary game studio. Tasked with prop art

Black Ice Ascension

2022 Sep – 2023 Apr

Final college capstone video game project made with a group of six others. The game is a Retro-style, first-person shooter. Tasked with prototyping gameplay systems and level design.

Flux: Gravity Unleashed

2023 Sep

Video game made for a 10-day game jam with the theme of "Broken Physics". 2D sidescroller. Solo Project. 3rd place winner by vote.