


# Shane O'Shea - 3D Senior Lighting Lead & Digital Designer

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## EMPLOYMENT HISTORY

- Part-time Freelance Lighting & Arch-viz Artist** **Aug 2022 - Present**  
*Fourhands, Austin, TX*  
• Lighting, Materials & Look Dev on sophisticated, photo-real imagery.
- L3 Lighting Lead** **Aug 2020 - Present**  
*Wayfair, Boston, MA*  
• Create, Document & Maintain branded lighting rigs for catalog imagery.  
• Produce lighting for High Visibility projects & catalog cover-shots.  
• Develop, Educate & manage lighting team on best practices & workflows.  
• Critique & QA imagery, partnering with art direction on feedback.
- L2 Lighting Specialist - Senior 3D Visual Artist** **Feb 2019 - Aug 2020**  
*Wayfair, Boston, MA*  
• Work on high profile lifestyle imagery for Wayfair's website.  
• Be a go-to resource for difficult lighting questions and scenarios.
- L1 Junior. 3D Visual Artist** **Jun 2017 - Feb 2019**  
*Wayfair, Boston, MA*  
• Creating photorealistic renders of products on Wayfair's website.  
• Input & assist teams on designing interiors, modeling & composing shots.
- SIGGRAPH 2017 Student Volunteer** **Jul 2017 - Aug 2017**  
*ACM SIGGRAPH, Los Angeles, CA*  
• Assist computer graphics conference in running smoothly.  
• Key duties: helping attendees around, and use interactive technology
- Junior Producer 3D Specialist Intern** **May 2015 - Sep 2015**  
*Graphic Creative, San Diego, CA*  
• Working on modeling, texturing, lighting environment and video editing creative projects for clients.
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## EDUCATION

- Rochester Institute of Technology - Major: 3D Digital Design (BFA)** **Graduation: May 2017**  
Rochester, NY  
• Deans List Fall 2013, 2014 & 2015, Spring 2015 & 2016  
• RIT Chapter SIGGRAPH Club Member
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## SOFTWARE PROFICIENCY

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|--------------------|--------------------------|-----------------|------------------------|
| • Maya & 3DS Max   | • Houdini/Mantra         | • ZBrush        | • Adobe Creative Suite |
| • Cinema 4D        | • VEX Code               | • Mudbox        | • CompTIA A+ Certified |
| • Vray             | • Marvelous Designer     | • Nuke          | • OSHA Certified       |
| • Substance Suite  | • RealFlow               | • Motionbuilder | • Unreal Engine        |
| • Marmoset Toolbag | • Python & MEL Scripting | • Key-shot      | • Speedtree            |
| • Arnold           | • RenderMan              | • Chaos Vantage | • 3D Coat              |
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## PROJECTS & EXTRAS

- 3D Lead Mentorship** **Mar 2019 - Present**  
*Wayfair - Teaching & Instruction*  
• Led 4 separate 12 week classes. ~13 new hires & paired mentors learning lighting/image standards.  
• Responsible for creating training documentation, teaching, and going over principles of 3D, lighting, photorealism and workflow as it applies at Wayfair.  
• Duties include giving critiques, holding weekly meetings & giving general advice, answering questions on lighting, texturing, modeling, UVs, plus general computer, 3DS Max, Adobe Suite and V-Ray guidance in terms of interface and techniques and tools used in Wayfair's pipeline.
- 3D Printing Activism** **Mar 2015 - Jun 2017**  
*Commissioned - zBrush*  
• Commissioned by Morehshin Allahyari of the Autodesk Pier 9 Program to replicate statues destroyed by ISIS at the Mosul Museum in Iraq.  
• Specific responsibilities involved looking at reference images of the pieces prior to their destruction and replicating form and detail by sculpting the whole statues from all angles as accurately as possible.