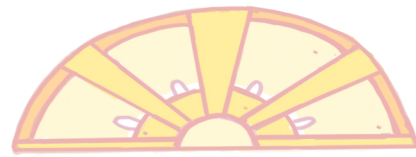


WILLIAM ARTHUR SHIREY



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ABOUT

A highly motivated artist and designer with several years of professional experience committed to innovation, team work, and exceeding expectations. A 2017 MFA graduate in Design and Production from CalArts who upholds an expertise in creative and visual development, a proven track record for meeting deadlines, and a valued member of team driven projects. Can also talk to dogs.

SELECT EXPERIENCE

ShyDesign LLC | Founder / Creative Producer | 2022-present | Topanga, CA

- Specializing in Concept Design, Visual Development, Storyboarding, Show Set Design, Game Development, Model Making, Art Direction, Creative Management.

On Track Themes LLC | Creative Designer | 2017-2021 | Burbank, CA

- Creative lead on various projects within the Themed Entertainment landscape.
- Delivered project requirements such as sketches and storyboards, technical drawings and concept renderings, physical and digital models, narratives, along with schematic documentation as well as on site Art Direction for clients including: the Walt Disney Company, Universal Studios, Paramount, Crayola, Hershey, and Sook Siam.

Walt Disney Imagineering | WDI CalArts Educational Initiative | 2016 & 2017 | Glendale, CA

- One of twelve students selected to participate in an intensive Blue Sky Idea development process with Walt Disney Imagineering. Students worked in groups of four to produce a project from an initial idea to final presentation, and pitched to Walt Disney Executives.
- First student to be selected twice in a row to participate.

Memphis and Charleston Model Railroad | Lead Scenic Artist | 2011-2016 | Memphis, TN

- Tasked in creating the overall visual aesthetic of the sculpted landscape and painted back drops of an immersive, model train layout.
- Produced extensive model making and fabrication projects
- Conducted research to insure historic and site specific authenticity.

SKILLS

Concept Development	Traditional Illustration	Technical Drawing	Painting	Model Making
Storyboarding	Digital Illustration	Foam Carving	Sculpting	Prop Fabrication
2D Animation	Game Development	Prototyping	Toy Design	Video Editing
Production Design	Show Set Design	Labor Supervision	Budgeting	Presenting/Pitching

Adobe Creative Suite Microsoft 365 iWork Suite SketchUP Unity AutoCAD

EDUCATION

California Institute of the Arts, Valencia, California - MFA: Design and Production
Montana State University, Bozeman, Montana - BFA: Drawing and Painting
Chautauqua Institute, Chautauqua, New York - Artist in Residence
Anderson Ranch Arts Center, Snow Mass, Colorado - Studio Immersive Resident

REFERENCES

Mark Thomas - former employer - (805) 990-6841 - mark.thomas@ontrackthemes.com
Josh Stern - former colleague/R&D technician - (951) 258-8660 - josh@joshstern.me
Ian Kopack - former colleague/ technical director - (570) 878-6868 - iankopack@gmail.com