

# FAITH SHIELDS

Game Artist & Interactive Designer



## About Me

For as long as I can remember, I have had a passion for the interactive nature of video games and the unique stories they can tell. I specialize in 3D gameplay animation, modeling, and game design. I use these skills to inspire change through entertainment, education, story-focused gameplay, and worldbuilding.

## Education

Ohio University - Honors Tutorial College  
B.A. in Media Arts and Studies with a specialization in Games and Animation, Summa Cum Laude  
Minor in Studio Arts

## Experiences

- **2020 - Present Game Artist & Interactive Designer - LittleSeed**  
Working through the entire artistic and development pipelines to create 3D assets, animations, and gameplay systems for VR and AR experiences that deliver evidence-based fun in the medical and educational fields.
- **2019 - 2020 3D Animator and Modeler - Lantern Light Studios**  
Modeling and animating 3D assets for an action platform game.
- **2019 - 2020 Lab Technician - Games Research and Immersive Design Lab**  
Overseeing lab technology and software. Managing and assisting users with lab assets.

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**Portfolio:** faithshields.com

**Social:** @creatorfaith

## Skills

3D & 2D Animation,  
3D Modeling & Sculpting,  
Rigging, Concept Art, C#, Game Development, Storytelling

## Software

Blender, Unity, Maya, Adobe Photoshop, Illustrator, After Effects, Premiere, Toon Boom Harmony