

AnnaSheila Paul

Creative Producer/Content Art Creator

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Expertise:

- Leadership and communication skills in managing creative people.
- Liaison between creative people, engineering, and management.
- Specialized in 3D Animation, Special Effects, and traditional Fine Arts.
- Creative content development, from concept to final product.
- Content development for Animation, Visual Story Telling, and Games.
- Worked with high-profile licenses for interactive games and entertainment.
- Has 4 patents for gaming inventions.
- Award-winning Producer/Director/Animator & Artist.
- Over 24 years of experience in the Computer Art and Animation Industry, with hundreds of creative content completed.

Gaming Experience:

Founder/Managing Member

June 2014 - Present

Primeval Pixels LC - Reno, NV

Game development, dealing with the creative side, for both domestic and international markets. Recent Clients include: JVL Labs, Inc., Bally Technologies, Inc./Scientific Games, Olympian Gaming, etc.

CGI Consultant

January 2013 - Present

CGI Consultant to new and emerging industry markets, dealing with mobile Augmented Reality, motion picture proposals, IP consultants, and international gaming companies.

Recent Clients include: LT Game, Gun Bugs Inc., and Total Creative Solutions.

Founder, President/CEO

February 2003 - December 2012

Antipode Entertainment Inc. - Reno, NV

As Founder and President/CEO of Antipode Entertainment, I spear-headed the high-definition plasma/LCD displays used in games. I helped set the standard for the content creation when game companies first decided to use these displays in their games. I pushed what was possible with the hardware, worked directly with game companies, their third party display hardware providers, as well as software engineers to create the first super high-end signage contents. These displays were used in global conventions, conferences, as well as sold as machine packages.

These high-resolution contents involved 3D & 2D art and animation, special effects & post production, live action sequences, sound effects, sound and lip-synching, motion particles, etc. - everything that was needed to make eye-candy content. I was also the Art and Animation Director for all these projects.

Antipode produced HUNDREDS of high-definition plasma display contents. Some of Antipode's more prominent plasma display titles included:

Hot Shots series, Fireball, Blues Brothers, Pong, Hee Haw, Golden Monkey, Instant Spin, Quick Hit, Magpie Bridge, Mazu, among many others.

Antipode Entertainment's services also included game development, game art content production, TV show pilot art production, TV news intro/motion graphics, and we also provided Visual Effects Supervision for "The Villikon Chronicles" movie by Kinnaird and Young.

Some of Antipode's clients included: Sierra Design Group, Bally Technologies, Inc., Leap Forward Gaming, Aspect Gaming, Azteca America, Odds On Promotions, Jameson Media Group, among others.



Antipode Entertainment also produced their own original films, animation, game concepts, as well as other creative products, such as "Courageous Crustaceans" and the entire Primordial Soup series, a series of short animations in 3D-CGI.

Senior Video Design 3D Animator

February 2001 - July 2004

IGT (International Game Technology) - Reno, NV

Produced game assets and artwork in Game Development for video gaming machines. Worked with Engineers and VP of Content Development. Was responsible for concept drawings, Character development, Bonus screen and Main screen creation, symbols creation, Bonus gameflow, 3D artwork and design, and final artwork delivered to the Engineers for video gaming content. Titles included:

Back To The Future, Twin Win, The Price Is Right-Plinko, The Price Is Right-Punch-A-Bunch, The Price Is Right-Money Game, The Price Is Right-Dice Game, Red White & Blue, Double Diamond, etc.

Patented Inventions:

GAMING DEVICE HAVING OUTCOMES WHICH REPLICATE THE LAWS OF PHYSICS

US Patent #s:

1) 7,862,419

2) 7,169,044

3) 6,666,766

GAMING DEVICE HAVING AN OFFER AND ACCEPTANCE GAME WITH A PLAYER SELECTION FEATURE

US Patent #:

4) 6,942,567



Senior Artist/Designer

April 1999 - December 2000

Silicon Gaming, Inc. - Palo Alto, CA

Produced game assets and artwork in Game Development for video gaming machines. Worked with Creative Content Director, Art Directors, and Producers. Responsible for concept drawings, 2D art, Character development, 3D modeling and animation, and final artwork delivered to the Engineers for video gaming content. Titles included:

Price Is Right, Family Feud, Big Win MultiSpin, Big Buckaroos, 3-Reel HoldUp, BananaRama Deluxe, Buccaneer Gold for Brazil, etc.

Commercial/Corporate Media:

Owner/Partner

Digital Nightmare Arts (DBA) - CA

April 1999 - January 2003

Digital Nightmare Productions (DBA) - NJ

January 1993 - April 1999

Co-Founded digital animation studios, with a network of freelance staff. Produced animation shorts, CD-ROM games, interactive presentations, and products.

Titles Included:

Dinosaur in Hollywood, Smidgen, Alex Toys, Dinosaur Zoo, Animal Antics, Legends of the Americas, etc.

Consulting Art Director

Lucent Technologies/Bell Labs - Murray Hill, NJ

1998

Lucent Technologies
Bell Labs Innovations



Worked w/ the Interactive Multimedia Group. Responsible for all the designers, animators, and programmers, as well as the clients and Project Manager to create an interactive web-site for Lucent's "Innovation Week '98," showcasing the company's many innovations. Won the award title "Superior Team Effort."

Artist/Animator

1995 - 1996

Thinkware, Inc. - Forest Hills, NY

Involved in all aspects of production including artworks/animation for 3D and 2D, interface design, & graphics. Also included authoring/scripting, and developing promotional and instructional software programs. Clients Included: HBO, PCFN, Johnson & Johnson, Ethicon, Sporanox, Renova, Cozaar, KVL, KPR, Paragard, Ortho Ocon, Floxin, Oxistat, etc.



Software Skills:

I use various software programs, whatever is needed to get the product finished. Software programs include but not limited to: **Maya 3D, Adobe After Effects, Particle Illusion, Motion, Final Cut Pro, Adobe Premiere, Adobe Photoshop, Adobe Illustrator, Soundtrack Pro, Flash, Dreamweaver**, and all kinds of other software to export/import and cross-platform files.

Education:

Master of Fine Arts Degree, Computer Art and Animation 1995 - 1997
School of Visual Arts, New York City, NY

Bachelor of Arts Degree, Major: Studio Art 1988-1994
Minors: Anthropology and Education
City University of New York - Hunter College, New York City, NY

Monitorial Scholarship in Fine Arts 1989-1993
Specialized in Painting, Drawing, and Sculpture
Art Students League of New York, New York City, NY

Instructing Experience:

TMCC, NV Jan. 2015 - Present
Co-Instructor, Graphics Communications - 3D Modeling and Animation. Teach 3D Animation, modeling, texturing, lighting, rendering, and other production processes, using Maya 3D software.

TMCC, NV Aug. 2014 - Present
Member of the Graphic Communications Program Advisory Panel, giving input and advice in regards to advocacy, curriculum and program changes, assessment or evaluation of programs, resource development, etc. Help ensure that the program stay relevant in today's ever-changing industry trends.

Hunsberger Elementary School, NV Feb. 2015 - Present
Teach Studio Art and crafts to elementary school students, introducing them to different Art movements, as well as different areas of Fine and Commercial Art.

Antipode Media Training, LLC, NV Feb. 2004 - Jan. 2006
Co-Founded and Managed a company that specialized in teaching courses in animation and computer graphics software, including 3D, 2D, special effects, compositing, etc.

Academy of Art University, CA Summer 1999
Taught Master's level class on 3D Storytelling and Concepts in Animation.

The School of Visual Arts, NY 1995 - 1998
Taught Bachelor's, and Continuing Education classes in Computer Art and Preproduction.

The American Stock Exchange, NY 1997
Taught Multimedia software classes to onsite staff including Adobe Photoshop, Adobe Illustrator, Painter, Macromedia Director, etc.

Canadians Corp, NY 1996
Taught Multimedia software classes to onsite staff including Adobe Photoshop, Adobe Illustrator, Painter, Macromedia Director, etc.

High School for Environmental Studies, NY 1993
Taught traditional Studio Art classes to high school students including painting, drawing, book making, crafts, etc.

Film Festivals:

Judge for Animation Category

May 2007 - May 2009

Reno Film Festival - Reno, NV

Screened submitted animations for the Reno Film Festival, was on the judging panel, and chose the winners for the Animation Category.

Judge for Animation Category

August 2005 - August 2007

Tahoe-Reno International Film Festival - Lake Tahoe, NV

Screened submitted animations for the Tahoe-Reno International Film Festival, was on the judging panel, and chose the winners for the Animation Category.

Awards for "Courageous Crustaceans" - an original 3-D animated short film (Role: Executive Producer):

- Golden Reel Award – 2010, Nevada Film Festival, in the Feature Narratives Competition category.
- Animated Film Winner – 2010, California Film Awards.
- Silver Level Award Winner – 2010, California Film Awards.
- Official Finalist Selection – 2010, Anchorage International Film Festival, in the Animation Category.
- Award of Merit – Fall 2010, Los Angeles Cinema Film Festival of Hollywood's Animation Category.
- Silver Lei Award – 2011, Honolulu Film Awards, in the Animation Films Category.
- Best Animation – 2011, Yosemite International Film Festival.
- Official Finalist Award – 2011, Las Vegas Film Festival, in the Nevada Films Category.
- Official Final Selection – 2011, High Desert Shorts International Film Festival.
- Official Final Selection – 2011, Northwest Animation Film Festival.
- Official Screening Selection – 2011, Seattle International Film Festival.
- Second Place – Animation Magazine Pitch Party.

Awards for "From Down Under" - an original 3-D animated short film (Role: Everything from concept to completion):

- Animation Category Award – 1999, Twin Rivers Media Festival
- 2nd Place Animation – 1998, Smoky Mountain / Nantahala Media Festival

Other Awards/Exhibits & Installations/Honors:

Installations:

Director of Art & Animation/Lead Artist

August 1997 - February 1999

The Brooklyn Children's Museum

Leader of a team who worked w/ the museum staff through a Grant from AT&T and Chase Manhattan to create an entire exhibit from concept to completion called "Together in the City!" Responsible for the entire multimedia-end of the project, including Pre-Production, concept, Prototyping, interactive design, technical direction, programming, art & animation. This exhibit was also featured on TV, on the Today Show and NY1 News. This exhibit ran until 2002.

Honors:

- Superior Team Effort - "Innovation Week '98," - Lucent Technologies / Bell Labs (1998)
- Summa Cum Laude - Hunter College, CUNY, NY (1994)
- Golden Key International Honour Society (1993 - Present)
- Dr. and Mrs. Benjamin Kramer Scholarship (1994 - 1995)
- First Prize - Monitorial Exhibit & Monitorial Scholarship - The Art Students League of New York, NY (1990)

Exhibits:

- Various games/titles in casinos from 1999 to the present
- Visual Arts Gallery, Soho, NY (1997)
- Patrick D. Goldsmith Galleries, Hell's Kitchen & Alphabet City, NY (1991 - 1994)
- The Art Students League of New York Gallery, Carnegie Area, NY (1991 - 1993)