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producer
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Top Skills

Production Management
Animation Production
Pipeline / Operations

Shane Davis

Production Manager at Rooster Teeth
Austin

Summary

Shane Davis is an experienced, creative post-production manager/VFX Producer. As a post manager, he has a task to handle performance, supervise the production and post-production aspects and managing the VizPost department. He has over 14-years' experience in the 3D industry, which includes more than 10+ years' experience as a Producer for video game content, 2D and 3D animations, and future film VFX.

He started his professional freelance career back in 2005 as a 3D modeler. Then transitioned into the video game industry at Iron Will Games then Pixel Mine Games. By practicing the knowledge, he gained, Shane started working as the Art Director/Production Manager at Spiderwood Studios.

Shane strengthened his portfolio in Production and Post-production management by working as the Producer, Post-production Manager and Head of Production for different studios, Martell Animation, Dimeworth Films, Theory Animation, Breakrion Animation, Launch Studios, and award-winning animated film: Devils, Angels & Dating. Shane has worked on 7 feature films, 2 Animated Series, 5 Award-winning Animated shorts. As well as working at IBM as Creative Director working on digital marketing campaigns for Hybrid Cloud content.

He volunteered his time as the Executive President and President at AAUGA - Organized chapters, events worldwide.

Expertise:

- ✓ Production Management
- ✓ Budgeting
- ✓ Film Production
- ✓ CG Pipeline

For Portfolio Visit

<https://www.imdb.com/name/nm3758573/>

Feel Free to reach me out
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Experience

Rooster Teeth

2 years 2 months

Production Manager

January 2020 - Present (8 months)

Layout Producer

March 2020 - Present (6 months)

Austin, Texas, United States

- Generally is forward-looking in planning for the department
- Manages contractor budgets and projects project feasibility
- Works with other departments to manage timelines and steady delivery of media to other departments
- Establishes intra-departmental deadlines
- Works with the Layout Supervisor and Lead to cast out tasks to the team
- Works with Assets team to make sure Layout artists have everything they need to perform their tasks
- Conducts and runs dailies meetings as well as organizes meetings between departments.
- Works with Layout Supervisor and other production leadership to solve production challenges

Storyboard Producer

April 2020 - Present (5 months)

Austin, Texas, United States

VizPost (VFX/Lighting/Compositing) Producer

July 2018 - January 2020 (1 year 7 months)

Austin, Texas Area

Aligned with all aspects of production and post-production: VizPost Supervisor and Lead Producer, internal Producers and Supervisors as well as artists. Working closely they help strategize and implement tasks and targets crucial to the delivery of the project on time and on budget.

Main Role:

Managing the VizPost department (30+ Artists)

Handle performance, productivity, attendance, time-off requests

Scheduling - set due dates for episodic deliverables.

Secondary Tasks:

Foresee issues with the pipeline, both technical and production, early and bring honest and achievable actions to help solve them.

Communicate with other department producers on their needs and the needs of VizPost

Productions:

- RWBY Season 6

- RWBY Season 7

- gen:LOCK Season 1

SideFX Software

Chapter President (Houdini Usergroup)

July 2019 - Present (1 year 2 months)

Austin, Texas Area

IBM

8 years 5 months

Creative Producer

July 2015 - July 2018 (3 years 1 month)

Austin, Texas Area

-Creative Direction of Digital Assets produced for Hybrid Integration

-Managing Animation/Video Team

-Create Digital Animation(2D/3D) videos

-Live Production Video Production / Editing-App Development for Event and Customer Experience.

- App Development (AR/VR,Interactive)

Sr. Artist/Animator for Interactive CG Development

March 2010 - July 2015 (5 years 5 months)

Creation of 3D Animated Models of IBM Systems

- Interpolating Mechanical Engineering Data

- Modeling 3d assets with Autodesk 3d Studio Max

- Texture Edit within Adobe Photoshop

- Animate in 3rd party software
- Publish to Web, PC, iOS
- Producing video content for Social Media

BREAKIRON Animation&Design, LLC

Head of Production

October 2014 - July 2018 (3 years 10 months)

Austin, Texas Area

- Perform responsibilities of handling budget and scheduling work process
- Working Commercial, Episodic Animation, Feature VFX, and Feature Animation
- Client relations when negotiating production contracts and help envision brands messaging.
- Play a role in the design and production of various multimedia campaigns
- Handle the tasks of providing directions to production staff in animation development, studio management, and progress tracking

AAUGA

6 years 8 months

Executive President

December 2013 - December 2017 (4 years 1 month)

Global

Oversee and organize global positioning for organization strategy and development for the user groups world-wide.

- Organize and mediate the Executive branch of the association.
- Focus organizations message to the public
- Worked with studios worldwide as a support solution and talent acquisition.

President - Austin, TX Chapter

May 2011 - December 2013 (2 years 8 months)

Austin, TX

- Setup monthly meetings with 3D/Animation community
- Provide new speakers to the group
- Organize events for the public

Theory Animation

Producer

January 2013 - January 2017 (4 years 1 month)

Virtual Studio

- Manage a team for a web-series called Ray & Clovis
- Work with developer to create a management task tool

- Organize tasks based on timeline budgets
- Animate on tasks when team is needing assistance to keep on time
- Help with public branding and site navigation experience.

Datahouse Studios

Sr. CG Developer

August 2014 - December 2014 (5 months)

- Create Digital Content for Animation Visuals
- App Development for Customer Visual Experience

Spiderwood Animations

Producer

May 2012 - October 2013 (1 year 6 months)

- Built budgets for multiple productions (Feature Film, TV Series, TV Special, and short film)
- Setup a schedule analyze for production timelines.
- Created position descriptions for new hires.
- Production pipeline development to best achieve cost/timeline deadlines based on software/hardware implemented.

Martell Animation

Associate Producer

February 2013 - June 2013 (5 months)

- Crowd Funding campaign manager
- Put together plan on reaching viewers to pitch video for the production
- Coordinated points attraction to the production to the public
- Worked with Director on messaging

Dimeworth Films

VFX Producer

September 2010 - September 2012 (2 years 1 month)

- Setup timeline/budget proposals
- Manage small team of VFX Artists
- Built management site for task management
- VFX Breakdowns document creation
- Hiring additional work force for projects

HEROmatation

Producer

April 2010 - April 2012 (2 years 1 month)

Production: Devils, Angels & Dating

- Assisted in building online team
- Built budget and schedule analyze
- Promoted film to publications, blogs, magazines
- Setup meetings with local government
- Wrote up NDA, and additional paperwork

Launch Studio

Producer

2011 - 2011 (less than a year)

Austin, Texas Area

- Setup timeline/budget proposals for a feature film called: Battleground
- Manage a small team of VFX Artists
- Built management site for task management
- VFX Breakdowns document creation
- Hiring additional work force for projects

Spiderwood Animations

Art Director / Production Manager

July 2009 - December 2009 (6 months)

Austin, Texas Area

- Manage Art Department: Modeling , Off-site Artists, and Texture Artist.
(Team Size: 10-20 Artists)
- Setup and Organized Project Management Software
- Setup Website, Email, and FTP
- Lead Character Modeler - Characters, Props using 3ds Max, Mudbox, and Maya
- Art Directed Color Palette, Model Designs.

Pixel Mine Games

3D Artist / Game Designer / TechOps / Project Lead

September 2006 - May 2009 (2 years 9 months)

Austin, Texas Area

3D Artist / Project Lead

- Provided 3d art and animation for with 3d Studio Max and Adobe Photoshop
- Modeling, Rigging, and Stage Development – UV Texturing
- 2D GUI work created with Photoshop CS3

Game Designer

- Game & Level Design, and usecode / lua scripting; Experience using in-house tools and editor.
- pen and paper design to in editor design deployment
- Experience in QA and bug fixing using Bug Tracker, and other in house tools.
- Bug fixing in script design, and game balance issues

TechOps

- Setup and Maintain Render farm with 3d Studio Max backburner
- Windows Server 2003 experience with database management
- Installing Rack Servers, maintaining server room responsibilities (PSU backup, AC Unit).

Shipped Titles:

- Underworlds (iOS)
- FireTeam Reloaded (PC)
- Ashen Empires - Tides of Fate (PC)
- Ashen Empires - The Sands of Creation (PC)
- Area-51 (PC Networking Code) - Midway (PC)
- Dransik (PC)

Time Warner

Principal Network Analyst

February 2007 - January 2008 (1 year)

Austin, Texas Area

- Provide proactive monitoring support to the divisions within the region; monitor the health of headend, hub, outside plant and customer premise facilities
- Using Network tools including ICOMS, iGlass, Nagios, Cacti, NYROC, Unified, Big Brother, Acterna Pathtrack and other tool suites.
- Communicate with members of the technical team, supervisors, managers, contractors, and all other appropriate people or companies involved in a network repair and it's monitoring.
- Minor web development for a Divisional monitoring tool with php.
- Access to CMTS for the Texas Region to provide verification on status alarms and usage. Experience with: Cisco, Arris C4, Juniper, and Motorola Routers.
- Working knowledge of Maintenance, Service, and Installation; Understanding of HFC, CPE devices used in Cable; Understanding of HSD, Digital video, VOD, Switched.

Time Warner Cable

Plant Coordinator, TAC

September 2006 - February 2007 (6 months)

- Identify, document and coordinate the resolution of service delivery issues using available tools. Communicate area issues and ETR to technicians and departments that may be impacted.
- Route scheduled demand and preventive field maintenance to responsible areas and monitor tools to insure improved performance.
- Documentation and evaluation of internal project scopes to insure departments impacted are informed of projects. Track and clear all assigned projects on a daily basis, reporting critical information for each.
- Research all assigned complaints for resolution and communicate with the proper personnel for timely repair.
- Maintain quality control for the engineering department through evaluation of plant certification and preventive maintenance.
- Maintain a database of all preventive maintenance records. Compile daily, weekly and monthly reports on these records.
- Assist with tracking, documentation and evaluation of all service impacting issues.

iBeta Quality Assurance

QA Tester (remote) for Game Tap (Time Warner Entertainment Product)

April 2005 - August 2006 (1 year 5 months)

- Tested Alpha through Final Stages Build of Game Tap, and current builds of product.
- Tested software on a multitude of machines for hardware analysis
- Provided documentation and review of the product from a consumer's perspective.

Adelphia, INC

Operations Support Engineer - High Impact Resolution Team

September 2004 - June 2006 (1 year 10 months)

- Provide advanced support diagnosing, processing, and resolving network problems experienced by our customers, head ends, and Network Operating Centers
- Inquiries from customers concerning installation, operations, or troubleshooting of data networks, services, and products.
- Including; CMTS(Cisco UBR's, Motorola BSR's, Arris C4), Router(Cisco, Juniper, Sandvine), DHCP, DNS, TFTP, SSH, SNMP and diagnostic access.

- Coordinate problem resolution with other support personnel.
- Follow trouble tickets through to closure to ensure maximum customer satisfaction.

Massive LAN gaming event

Co-Tournament Director/PC Tech Support

January 2004 - June 2006 (2 years 6 months)

- Help Setting up Gaming Servers, and Tournament schedule.
- Member of 20+ staff for over 500 customers
- Support and Ideas to encourage customer growth and yearly income
- Direct and influence the focus of the online community to stay within the core messages of the event. Set the tone for the community through action and policy
- Troubleshooting and repairing PC's, assisting gamers with networking, both LAN and wireless.

CrAcK D3slgNs

Freelance 3D Prop Modeler

June 2005 - January 2006 (8 months)

- Provided Concept and 3D models for Game Pitches and Mods

NOKs Technologies

QA Lead

January 2004 - May 2005 (1 year 5 months)

- Supervise small staff, prioritize and assign projects and track departmental progress
- Provide a filtered, clear communication path between developers and live team
- Submitting and full testing bugs, reporting effects on system and possible resolution. Via access to Bugtracker.net, and Bugzilla
- Gauging System requirements for game application prior to release.
- Providing outline for and reports for testers to following and better test product.

Education

Jamestown Community College

Bachelor of Arts (B.A.), Fine and Studio Arts · (2002 - 2003)

Fast Lane Training

Certification, ICCR Introduction to Cisco Cable Routers · (2007 - 2007)

SCTE Distance Education

Telecommunications · (2007 - 2007)