Stanford



Shawn Dunbar

Motion Graphics Designer, Technical Lead, Teaching and Learning Hub

CONTACT INFORMATION

- **B107B**

  Shawn Dunbar - Motion Graphics Designer and Editor

  Email shawn2d2@stanford.edu

  Tel 650-736-9810

Bio

BIO

What started out as an interest in being a cartoonist when I was 6 years old has lead me into the wonderful and challenging field of motion graphics. After seeing 3D animation in a video game for the first time when I was 11, I was determined to be a computer animation expert. My love of drawing continued and I attended the Savannah College of Art and Design where I graduated in 2004, with a BFA in Computer Art and a Drawing Minor. My computer art focus was motion graphics so I found my first job in Macon, Georgia, creating regional cable TV spots. I wanted to get into a larger market so I worked my way to Atlanta, followed by New York City. I freelanced briefly and then landed a full time gig doing video editing and motion graphics for a major ad agency, HAVAS. My journey into motion graphics continues with working here at the GSB, where we are pioneering new ground in how we utilize this medium within the education space. This is such a great opportunity for me, as I've always wanted to be on the cutting edge.

CURRENT ROLE AT STANFORD

Motion Graphics Designer & Editor

EDUCATION AND CERTIFICATIONS

- BFA, Savannah College of Art and Design , Computer Art (2004)

SERVICE, VOLUNTEER, AND COMMUNITY WORK

- New York Cares Volunteer
- Volunteer

PERSONAL INTERESTS

Running, biking, family, science, mindfulness, meditation, nature, outdoors, hiking, camping, video games, ultimate Frisbee, Frisbee golf

Professional

PROFESSIONAL INTERESTS

3D animation, 3D design, 2D animation, graphic design, drawing, illustration, typography, UX design, html5, instructional design, teaching, making tutorial videos, video editing, color correction, compositing, visual effects, sound design, shooting video, lighting, CG lighting, motion control cameras,

high dynamic range imagery, interactive video, virtual reality, augmented reality, auto-stereoscopic video, 3D films, educational films and TV shows, 3D printing