



shauncharity.com

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Experience

MACH27

Art Director

March 2021–Present

Lead creative of on-air promos, cutdowns, social media, and DOOH placements for top streaming platforms. For Pluto TV, built a scalable motion graphics template system with style guide governance spanning many canvas sizes. Other tasks ranged from re-purposing campaigns to creating user-focused original assets for a wide range of brands. Maintained close attention to technical specs across all clients while moving quickly from concept to delivery.

Ubisoft Entertainment

Senior Motion Graphics Designer

March 2013–June 2019

Executed trailer finishing, animated social assets, end-card design, and event projection mapping for the Creative Services team. Managed freelance editors and artists within a QC-driven workflow, improving internal processes to support high-volume, fast-turnaround production across multiple departments.

CBS Interactive

Motion Graphics

August 2007–September 2012

Designed and produced motion packages for CNET TV and CBS News. Other responsibilities included outdoor media, UI, and graphic support throughout the CBS Interactive brand network.

Education

Bachelor of Fine Arts in Computer Arts, New Media

Academy of Art University | San Francisco, California

Associate of Fine Arts

State University of New York at Rockland | Suffern, New York