

Vicki Shively

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Summary of Qualifications

Over twenty-five years of experience as an award-winning Creative Director and Senior Art Director, designing and animating main-title sequences for feature films and television programs and marketing and social media content for film studios and fortune 500 enterprises. With a servant-leadership management philosophy, successfully led artistic teams of up to ten variably skilled and disciplined artists while project-managing hundreds of high-profile, complex, multi-faceted audiovisual projects. A senior-level designer, animator, and compositor, with a passion for moving image production that encompasses the entire process, from concept to legacy conservation.

Employment History

Creative Director/Senior Art Director. Lockheed Martin. Denver, Colorado.

January 2018 to Present.

One of three creative leads for a talented group of artists and a creative team motion design contributor, helming a variety of high-profile marketing, tradeshow, and social media for Lockheed Martin's Space in-house communication agency.

- Developed and implemented industry-standard operational workflows and creative pipelines that have increased the quality to a broadcast level and increased production efficiency working as a team across multiple disciplines.
- Led a group of 20 cross-business-area team members to develop and implement a roadmap to create an agency mindset for the enterprise-wide Visual Communications departments.
- Conceptualize and creatively directed three of the top five video drivers to the Lockheed Martin website during their online history: *InSight Landing* Campaign, *Our Why*, and *Vector* Campaign.
- Creatively directed the first-ever April Fool's campaign in Lockheed Martin history. 226K video views across social. 276% more views in its first 15 hours of release, and 4000 signups to the newsletter in one day.
- The Clio Network rated the April Fool's video *Vector: The Smell of Space* number 5 of 50 top April Fool's Ads around the world.
- Wrote, pitched, and awarded a 200K unsolicited concept. In 9 months, used in over 43 events, including 2021 Space Symposium, paid commercial time online, Universities across the country for recruitment, and the July 4th Colorado Rockies home game.
- Conceptualize and art directed two NGI marketing videos that were used to win a billion-dollar contract for the Next Generation Interceptor program.
- Spearheaded the LM Space physical media library's digital transformation by curating 17K assets across 19 different legacy formats, including 16mm films starting in the 1930s. Digitized highlights include an interview of Mary Ross: the first woman engineer in the United States, President Hubert Humphrey, and history of Lockheed from 1915-1995 with Mel Brashears.
- Co-lead, developing the VC Growth Opportunities program to mentor the career and talent growth of the motion design talent across the entire enterprise.
- One-on-one mentorship of six individual artists, helping their skill growth and increase value for the enterprise

2-year Hiatus. MLS. 4.0 GPA. Indiana University. Bloomington, Indiana.

January 2016 to December 2017.

Senior Art Director. Picture Mill. Los Angeles, California.

March 2014 to September 2015

Worked as a creative lead for a talented group of artists and was one of the creative team members, helming a variety of feature film main-title sequences and other projects across multiple platforms and media for high-profile clients.

- Responsible for design pitches, and creative liaison between the creative director, the feature film director & post-production supervisor, and the artists during the production process.
- Creatively supervising teams of two to ten 2D & 3D artists through project completion.
- Develop strong, detailed design concepts and storyboards in 2D & 3D.
- Highly recognized design acclaim for the prologue of *Dawn of the Planet of the Apes*
- Designed over 100 feature film main-title sequences in less than two years.
- Clients included Fox Searchlight, MGM, Sony ImageWorks, and Gary Sanchez Productions.

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Employment History

[Freelance Creative Director/Senior Art Director. Los Angeles, California.](#)

February 2010 to March 2014

Hired on a per-project basis by a broad range of clientele to cover their creative direction or art direction needs for motion design and visual effects.

- Clients included Picture Mill, Imaginary Forces, CBS Digital, New Wave Entertainment, mOcean, Pongo, Disney Media Networks, 1stPerson, Elastic Creative, Studio Cassis, Pembroke Productions, Buddha Jones, GSN Network, and HeavenSpot.

[Creative Director. New Wave Entertainment. Burbank, California.](#)

January 2009 - January 2010

After the sabbatical, returned to NWE as Creative Director and Visual Effects Supervisor, overseeing all 3D projects and Maya 3D artists. In addition to supervising, worked hands-on as a team member designing, modeling, texturing, lighting, animating, and compositing.

- Restructured and strengthened the in-house 3D pipeline and managed five 3D artists.
- Designed and supervised the production of a successful photo-realistic 3D animated baby chick for the director of Glee.
- Mentored a team of designers to move beyond their creative comfort zones to become an award-winning VFX team.
- Adapted to continually tightening deadlines and budgets in a fast-paced environment.
- A leader in creative brainstorming sessions, inspiring fresh ideas within other artists.
- Award-winning Main-Title and Show Package Design for HBO's *Sports of the 20th Century*.
- Clients included Fox, Sony, Universal, HBO, Disney Channel, and Paramount.

[Sabbatical. Gnomon School of Visual Effects. Los Angeles, California.](#)

July 2008 - December 2008

Six-month sabbatical as a full-time Gnomon student to develop my Maya skill levels for feature films, commercials, and games as a texture artist, lighter and 3D generalist.

[Associate Creative Director. New Wave Entertainment. Burbank, California.](#)

January 2000 - June 2008

Creatively directed, designed, produced, and animated motion graphics and visual effects for feature film and TV main titles, trailers, promos, national commercials, feature film Blu-ray and DVD menus, and featurettes.

- Designed, directed, and animated up to 15 projects per month with wide-ranging budgets.
- Worked on over 300 DVD & Blu-ray menu titles, all A-List films for both new and re-released older feature films.
- Sony's chosen menu designer to beta-test their original Blu-ray discs.
- Fox, Sony, and Universal preferred vendor for all their A-List Sci-Fi & Fantasy animated Menu & UI Designs.
- Award-winning Main-Title and Show Package Designs for HBO's *Sex and the City* & the DVD menu for Jet Li's *The One*.
- Emmy nomination for the Main-Title, Show Package, and Set Design for HBO's *On The Record With Bob Costas*.

[Freelance Art Director. Odyssey Network. Los Angeles, California.](#)

July 1999 - December 1999

Designed and animated 2D motion graphics and visual effects for network identity and promotional spots. Designed the new network branding for Odyssey's On-Air look for the year 2000.

[Art Director. Crosspoint. Denver, Colorado.](#)

July 1996 - June 1999

Designed, animated, and composited 2D motion design and visual effects for national and regional television ads, industrial programs, and local television shows.

- Clients included Saatchi & Saatchi, J. Walter Thompson, Coors, Time Warner, Ford, and Gart Sports.

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Education

School of Motion - 2018 - present

- Continuing education (Character Animation Bootcamp, C4D Basecamp, Expression Sessions)

Indiana University - 2018

- Master of Library Science (MLS) specializing in Digital Libraries for visual media assets. 4.0 GPA.

Gnomon School of Visual Effects (continuing education classes only) - 2006 through 2008

University of Oklahoma - 1990

- Bachelor of Fine Arts (BFA) in Art/Filmmaking
- Additional focus in Commercial Art and Television Production

Invited Talks

Shively, V. (2018, May) The power of motion design in storytelling. 2018 Comms Summit Tech Talk. Lockheed Martin. Bethesda, Maryland.

Shively, V. (2015, October). Career perspective and *Dawn of the Planet of the Apes* Prologue Breakdown. Siggraph Guest Speaker Series. IUPUI School of Informatics. Indianapolis, Indiana.

Shively, V., Williams, S., & Snyder, M. (2007, August) The nuts and bolts of designing Blu-ray menus. Motion (formally known as Best in the Southwest). Albuquerque, New Mexico.

Shively, V., & Wubben, D. (2005, September) 3D artists are from Mars, 2D designers are from Venus. How the two collaborate. MGLA. Los Angeles, California.

Publications

Stoeltje, R., Shively, V., Boston, G., Gaustad, L., & Schueller, D. (2017). Sustainable audiovisual collections through collaboration: Proceedings of the 2016 Joint Technical Symposium. Bloomington, IN: Indiana University Press.

Organizations & Professional Service

Active Member of the Visual Effects Society (VES) since 2009.

Volunteer for the AMIA Conference, Pittsburgh, Pennsylvania, November 2016.

Visual Effects Society Awards Judge, Hollywood, California. 2009 - 2011, 2014-2015.

BDA World Gold Judge, Hollywood, California. 2008.

Awards & Honors

Summit Creative Award, Silver, *Our Why*. 2021.

Summit Creative Award, Silver, *AMTAP*. 2021.

Summit Creative Award, Silver, *Osiris-Rex*. 2021.

Autodesk Film and TV, VFX, Games and Design Showreel, *Our Why* consideration. 2020.

Lockheed Martin Teamwork Award 2018-2021.

The African Film Festival, *Michael (Kenya)*, poster design, designer. 2017.

Create Awards, HBO's *Sports of the 20th Century* main title design, designer, 2008.

Emmy Nomination, HBO's *On The Record With Bob Costas* main title design, designer/ animator, 2004.

PROMAX Awards, HBO's *Sex and the City Season 5* promotional campaign design, designer/art director, 2003.

BDA Bronze Award, *The One* DVD menu design, designer/art director, 2002.

Cable Ace Awards, *Alley Trax* local programming show series, camera operator/set designer, 1993.

Telly Awards, *KTCL* regional commercial design, designer/editor, 1992.

Telly Awards, *Outpost/Sunspot* regional commercial design, designer/compositor, 1992.

Skills

Cinema 4D, After Effects, Newton, Mocha, Complete Adobe Suite. Hardsurface animation, 2D character animation.

Metadata Encoding: RDF/XML, HTML

References

Please feel free to contact any of my references listed under my Linked-In profile recommendations:

www.linkedin.com/in/vicki-shively-a025162.