

Oliver Shore

Visual artist, musician, and designer with 10+ years of experience working with a range of digital tools who has produced commissioned work, maintained an online presence, and consulted with others on artistic and commercial projects.

Seeking opportunities with interactive / design / visual art spaces, who are focused on delivering new media experiences to diverse audiences.

Chicago / San Francisco / LA
(323) 627-1427

oshore116@gmail.com

PORTFOLIO:

olivershore.com

EXPERIENCE

Cabinet of Curiosity, Chicago, IL — *Apprenticeship*

June 2023 - August 2023

Created technical diagrams and architectural visualizations using Cinema 4d and Maya for public and installation artist Frank Maugeri.

Public Records, Brooklyn, NY — *Installation*

July 2023

Performed a multimedia audiovisual show at New York City music venue Public Records. Created visual assets using Unity, Cinema 4D, and Maya along with music created in Ableton Live as part of an immersive experience.

Clocktower Industrial Park, Chicago, IL — *Exhibition*

January 2023 - March 2023

Created an underground audiovisual VR installation in Clocktower Industrial Park sponsored by resident artist Ben Zumbrun Studio.

Chloma, Tokyo, Japan — *Designer, Illustrator*

April 2022 - September 2022

Designed clothing and graphics for Chloma, a fashion brand located in Japan and founded by Junya Suzuki and Reiko Sakuma.

Seiji Takahashi, Tokyo, Japan — *Designer*

April 2022 - September 2022

Designed artwork and cd for musician Seiji Takahashi.

Ph418c, Tokyo, Japan — *Composer*

October 2017 - October 2021

Composed [music](#) for a series of yearly short films by japanese artist [ph418c](#).

Oli XL, Berlin — *Designer, Illustrator*

June 2021 - July 2021

Designed and illustrated album cover for musician Oli XL, released on [Warp Records](#).

EDUCATION

SKILLS

Advanced Digital illustration:

Adobe Photoshop, Procreate, Clip Studio Paint

Advanced Music production and

composition: Ableton Live, Max

Advanced Graphic design: Adobe

illustrator, Adobe Photoshop

Experienced 3d modeling /vfx:

Cinema 4d, Blender, Maya

Interactive: Unity3D, Spark Studio

Video: Adobe Premiere Pro, iMovie

Some Programming: Html + CSS,

C# in Unity

INTERESTS

Telling stories with atmospheric
and inventive art and music.

School of the Art Institute of Chicago (SAIC), Chicago
BFA Art and Technology
2020 - 2024