

Audrey Askegard
(Artist name: Shannon Evans)
<http://storytellersnook.org/>

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I graduated cum laude with a BA in Multimedia with a Minor in Computer Science in 2017 from The California Lutheran University. Since I graduated young (21), I chose to dedicate one additional year to further advance my skills by adding industry level coursework while working as a freelancer.

I am skilled in video and audio production with a fast speed of execution - recording, editing, captioning, formatting, and digital delivery. I have a narration voice that is fresh and relevant to the youth market and have professionally audio-recorded books. I have a passion for drawing (digital and pencil) and can create illustrations that amplify a message. I am a storyteller and I use at the expert level Adobe Premier, After Effects, Photoshop, and other graphics software. I am agile on Mac and PC platforms.

I seek to bring my talents to an organization who needs video production, audio recordings, and illustration work. I welcome entry level positions and view clerical work and running errands as part of any job.

WORK EXPERIENCE

TechAhead – Content Writer

October 2019 – today

I have written articles on technological advancements, noteworthy apps, and histories of specific technologies to bring more interest to the company.

ShannonWorks (Freelance)

Dec 2018 – today

Voiceover – Book Narrator - I have narrated more than 500 children books in English for clients in the US, Australia, England, Germany, and Asian countries. I also record some voice over for games (typically, a list of words or short phrases that are integrated into the final product by the game developers). My narration work involves recording, audio editing, formatting, and digital delivery.

Video Production– I have created educational videos for the young requested by clients. The content is typically specified by the client. I record the narration, synchronize visual and voice, edit, format, and deliver in a finalized video. The work is done with Adobe Premier and Adobe After Effects.

The California Lutheran University - Video Editor & Captionist Intern

Jun 2015 – May 2017

Center for Teaching & Learning and Distance Learning Department - I video recorded class lectures, edited and captioned over 100 hours of courses to be used as part of on-line teaching. The work had tight deadlines to adapt to professors' schedule and school roll out of courses. Equipment used was video cameras and Camtasia software.

VOLUNTEER SERVICE EXPERIENCE - HIGHLIGHT

Institute of Electrical and Electronic Engineers (IEEE), Buenaventura Section

Jun 2012 – Aug 2013

I developed a video, commissioned by IEEE, titled [Engineering of the Future – Expect Awesome Jobs](#). This video promotes the importance of taking STEM classes in high school to have access to the new emerging STEM careers. This work was done as a volunteer outside of school while I was in grades 11 and 12. As an extension of the project, I created the draft of a new version for the La Reina High School during the summer

2013 named [STEM at La Reina – Opening Doors to the Future](#) to show that the school embraced STEM education for the all-female student body attending the school.

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HONORS AND PUBLICATIONS

CLU Dean's List (2014-2017)

CLU Provost Scholarship Recipient (2013 – 2017)

Published in CLU Echo magazine "[Rare Hatsune Miku Concert Features Cutting Edge Multimedia Technology](#)" as freelance writer (2014)

La Reina Evening of Excellence Art Award 2013

Moments of pride

- Nov 2017 Terrain of Magical Expertise (TOME) Kickstarter. Designed character concept work that was selected for the game from the submissions from the backers. The game has yet to be released. (the end design can be seen [here](#))
- Nov 2012 - Feb 2013 - I was commissioned to create illustrations for a poem book titled "Random Heart Tremors." I was asked to imitate the style of ancient Romanian art for the book's illustrations and so I had to research not only what the style looked like but also how the ancient art was composed. I did this job while I was a senior in high school.

SKILL SET

Cinema 4D

Adobe Photoshop

Maya

Microsoft

ZBrush

Adobe After Effects

Python

PowerPoint

Wacom Intuos Pro

Adobe Premiere

Javascript

Microsoft Excel

Tablet

Adobe Illustrator

Microsoft Word

EDUCATION

UNIVERSITY DEGREE

2017 - Bachelor of Art, Major: Multimedia, Minor: Computer Science

California Lutheran University, Thousand Oaks

Graduated: **Cum Laude**, May 13, 2017

Specialization – Game Design

GPA: 3.69

CONTINUING EDUCATION

CG Master Academy Character Design Certification – in progress - two courses out eight completed. Taught by Nate Wragg, Dreamworks Director

Kalmenson & Kalmenson: VO for Actors Level 1. Taught by Jill Remez, actor, writer and storyteller.

Mastering Voice Over from industry VO master Dan Balestrero.

Moorpark College – Intro to Game Design and Game Level Design. Taught by Jonathan Bair, Game Designer from Mind Factory.