
Shane Donahue

Artist | Maker | Leader

shane@mytownfanclub.com 415.680.4747 Oakland, California

Hello,

Creativity and problem-solving have driven my career—from leading global design teams to producing media across animation, gaming, and learning. I bring a hands-on, adaptable approach to storytelling and thrive in both solo and collaborative production environments.

With a strong foundation in video, design, and education, I'm confident in my ability to deliver high-quality content across platforms. I take pride in creating thoughtful, engaging work that serves both user needs and business goals.

I'm excited by the opportunity to contribute to teams that value creative thinking and cross-disciplinary collaboration. Please visit www.shanedonahueart.com for samples of my work.

Thank you for your time and consideration. I look forward to the possibility of working together.

Best,

Shane

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Oakland, California

I've done a lot of this and that—**movies, commercials, animation, games, start ups and online learning**. What did I take away? A love for collaboration, sharing knowledge, and exploring the sweet spot where **technology meets art**. I'm more sketch artist than graphic designer, more maker than multitasker, more director than animator, and more about hands-on e-commerce than corporate cubicles. If this resonates with you, let's connect.

Skills

- Bridges the gap between developers and designers to bring projects to life.
- Believer in the right tool for the right job: Adobe CC, AI, Figma, e-commerce platforms, video editing, Canon printers, woodworking shop, Xtool laser cutter and more.
- At heart, a sketch artist who loves turning ideas into reality.

Work Experience

Artist

My Town Fan Club/ Shane Donahue Art
2013 - now

Sell artwork internationally and wholesale in local stores including Oaklandish and OMCA. License artwork to national retail chains. Fabricate products on demand using Canon printers and Xtool S1 laser cutter. Create content for YouTube, Spoonflower and Skillshare.

Art Director

Nickelodeon Games, 1/12 - 11/12

Pitched visual style of games to IP creators and stakeholders. Co-developed and designed characters, backgrounds and other game elements. Liaison between artists, engineers and upper management.

Creative Director

SweetRush, 3/13 - 7/25

Created online learning experiences for Fortune 500 companies, their brands and IPs. Collaborated with international remote teams. Developed experiences leveraging AI, VR, AR, Unity and more. Team won dozens of industry awards.

Creative Director

MTV Networks 6/10 - 12/11

Co-founder of Social Express acquired by Viacom 6/10. Hired and managed a team of 11 in house artists, designers and animators. Collaborated with engineers to design a flexible 2D and 3D content pipeline.