

SM



Digital Media

PORTFOLIO

SHARA MERRILL

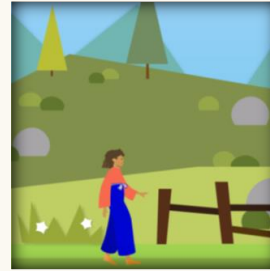
DIGITAL DEVELOPMENT



Canadian Red Cross



CaseDeck



Equity Predictor



Ethica



Project Anomaly



MSU Denver Debate



SHARA MERRILL

Master of Digital Media

MOTION GRAPHICS & ANIMATION



Summer Showcase



Masters of Reason



Inner Workings 3D



Quidditch Through
The Ages



News from 1919



The Curious Incident

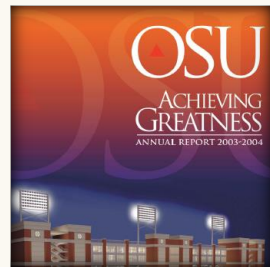
WEB, GAMES & MULTIMEDIA



Mood Lifter



OSU Foundation



Interactive Annual Report



Pistol Pete's Marble Maze



The Art of Raving

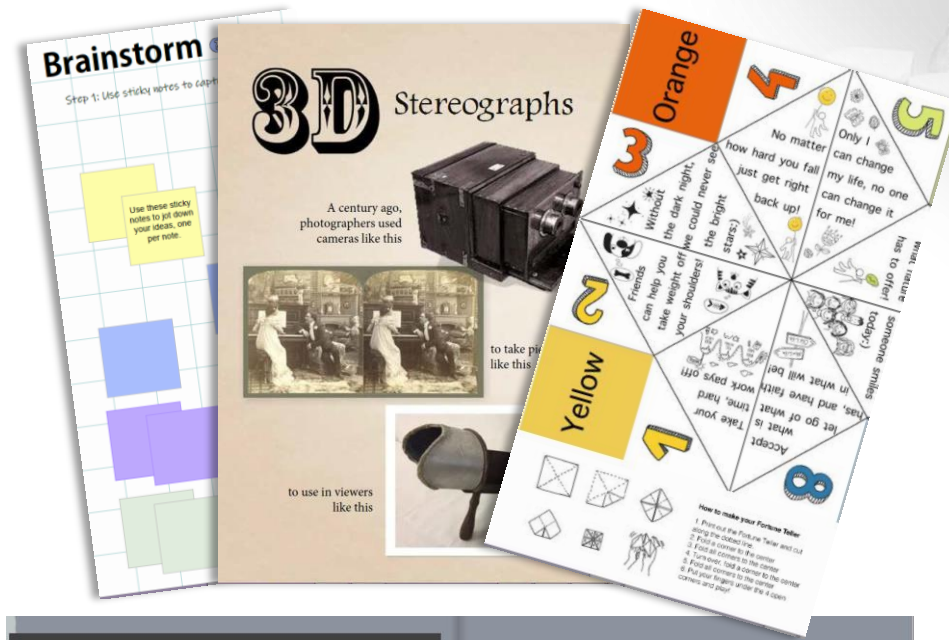
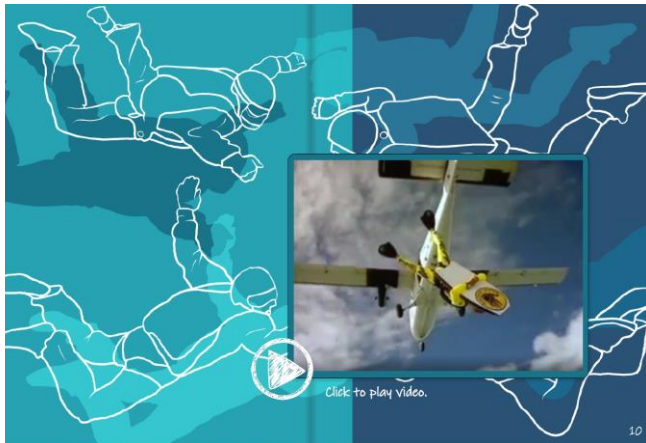
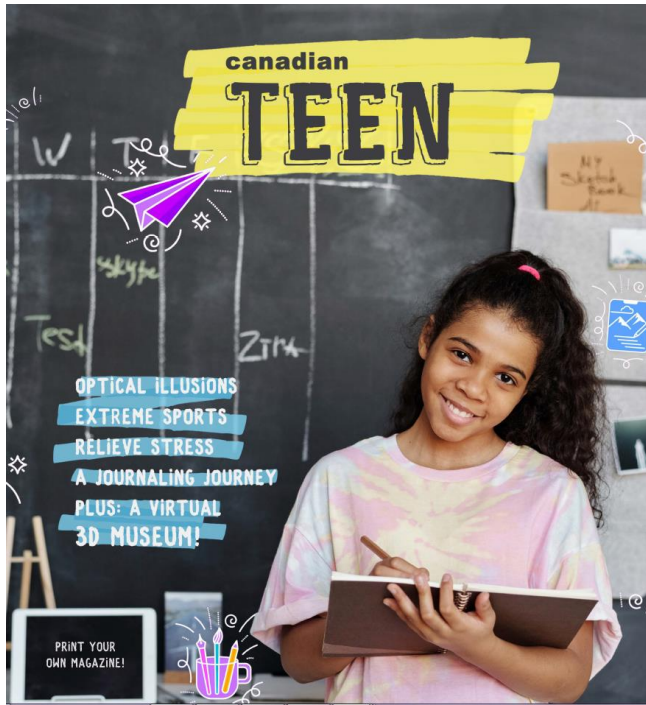


Outdoor Art

HELLO, I'M SHARA!

Digital media is my life. I am very good at taking ideas and implementing them creatively into any kind of digital application.

I also love outdoor art!



Canadian Teen

Interactive Teen Magazine

For this project, we were asked by the Canadian Red Cross to develop an interactive experience for teens in remote areas of Canada, which could deliver multimedia without connecting to the internet.

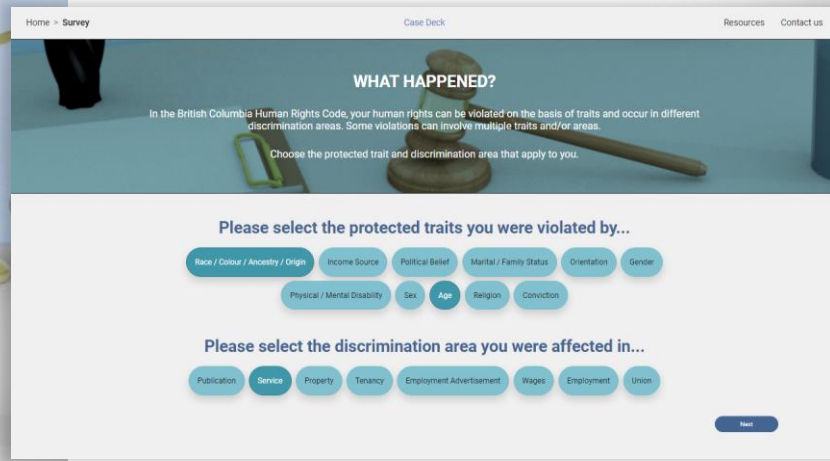
I suggested we utilize the interactive capabilities of Adobe Acrobat Reader, a free and nearly universal app, to provide a digital teen magazine. I prototyped examples and taught my team how to generate interactive content as well.

Our finished magazine has activities, music and video, journaling, and several live 3D features which must be experienced to be believed.

Skills Used:

UX/UI design and layout, video & audio editing, rapid prototyping, digital doc development, 2D & 3D animation





CaseDeck

A Better Search of Legal Cases

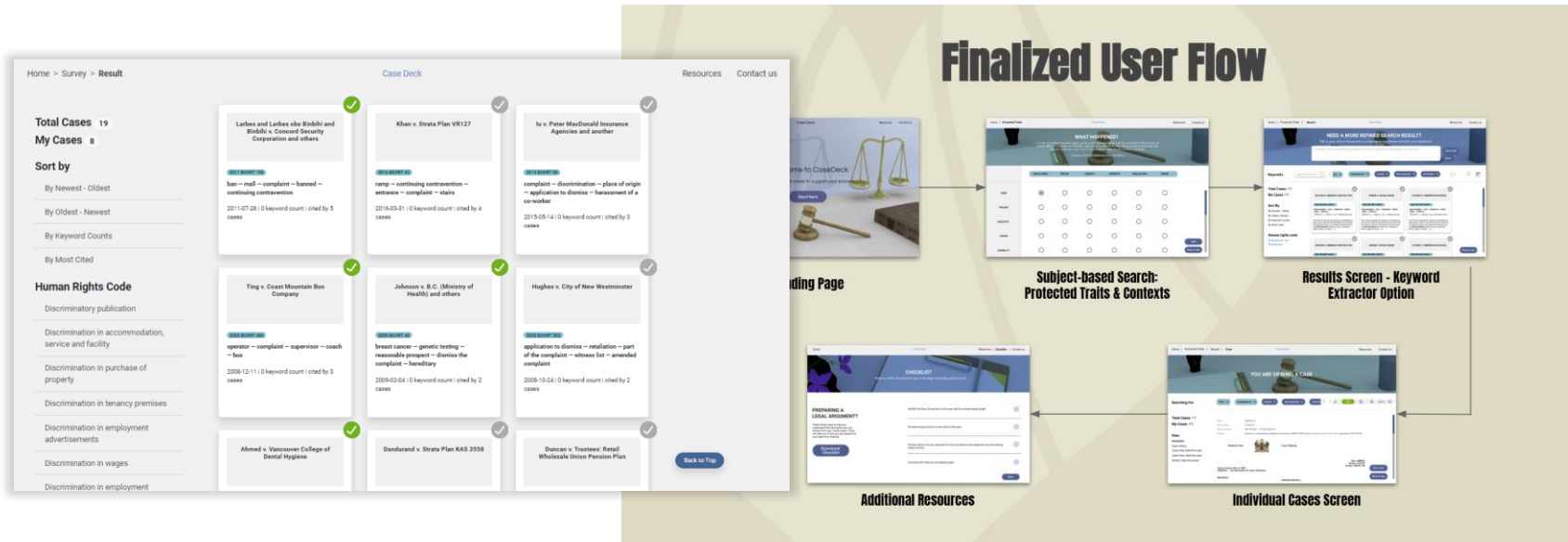
The BC Human Rights Tribunal asked us to make searching the legal database easier, so people could quickly find precedents similar to their own cases. We developed both a simple query format and a powerful search engine to help users find results fast.

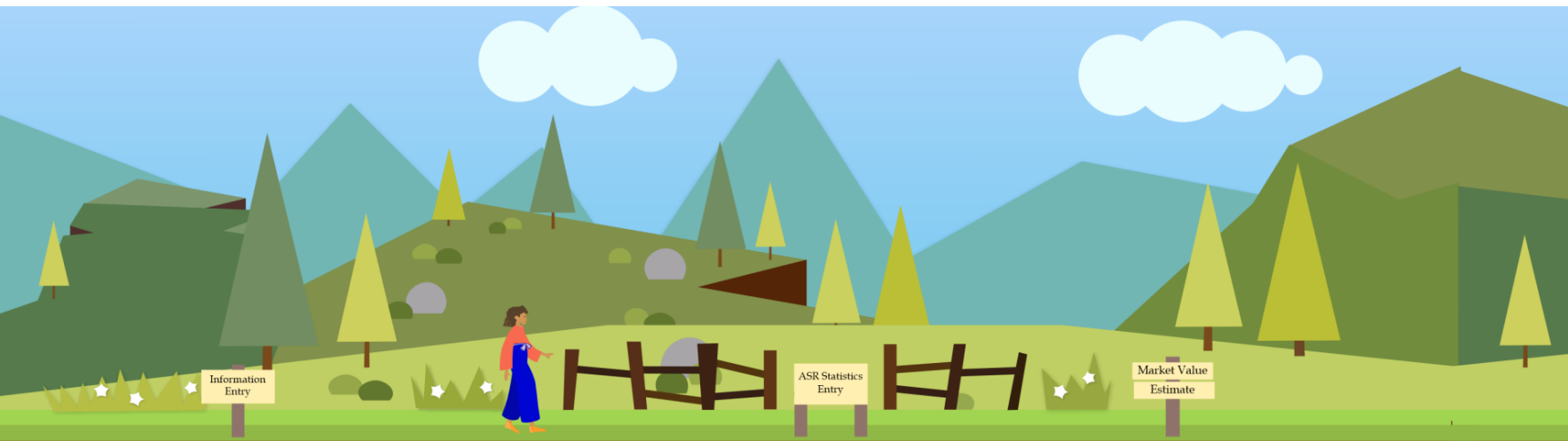
I conceived the original “case card” results, designed UX/UI layouts for my concept, and did 3D scenes for the banners, while maintaining an up to date progress blog. In addition, I made and delivered client presentations and a spectacular final video.

Nominated for Simon Fraser CS Diversity Award!

Skills Used:

UX/UI design in Figma, presentations in Google Slides, 3D design in Blender, progress blog in Wordpress.





The Equity Predictor

Online Property Value Assessment

The BC Property Assessment Appeals Board wanted an automated system to predict the likelihood of success on appeal. What's more, they wanted a gamified experience which seemed like a walk through the woods with an experienced forest guide.

I conceived and designed the “woods walk” interface and produced several prototypes. I also created the animated Guide character to refresh and expand the capabilities of a library of video tutorials. I came up with the “Take That Step” marketing initiative to promote the new app to the public. In addition, I kept an ongoing project blog, designed many client progress presentations, and created an animated video to showcase our final results.

Skills Used:

Rapid prototyping with Fusion, video in After Effects, set design in Illustrator, presentations in PowerPoint, blogging with Wordpress.

View Equity Predictor final [video](#) or [blog](#)



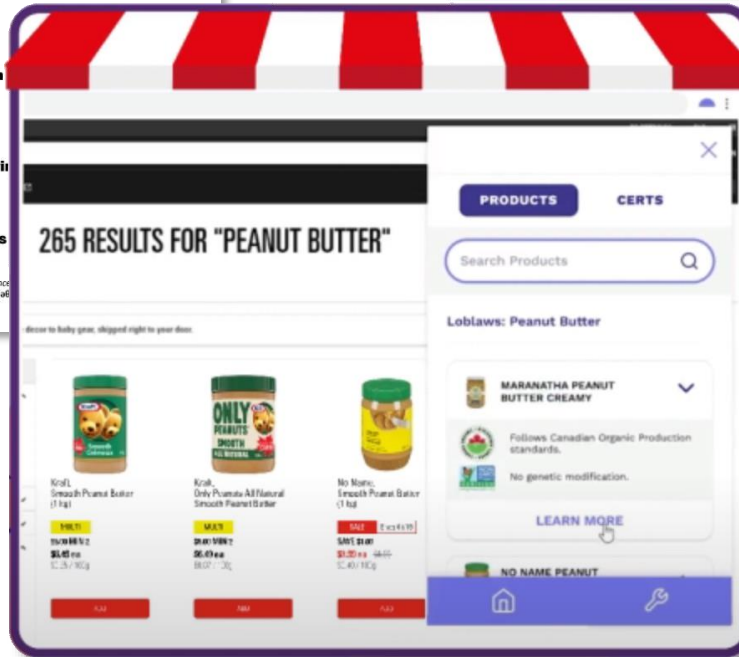
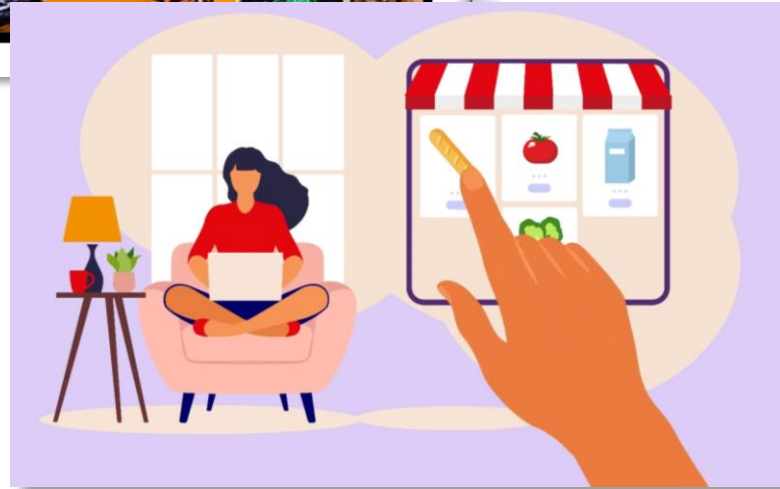


2021 - 2022 Venture Project

Tom Hackett
Mary Wilson
Matt Belford
Gini Choi
Shara Merrill



- The Problem**
- What Does it Mean To be Ethical?**
- Brand Analysis - Coffee**
- An Ethical Cup of Joe?**
- Ethical Halloween Candy**
- Good Sauce**
- Ethical Thanksgiving**
- Our App**
- Ethics In the News**



Ethica Software Systems

Online Shopping Browser Extension

For my internship I worked with a venture startup in trying to develop a browser extension which can reveal ethical information about products as you shop.

For this project I created prototypes and designed aspects of the UX/UI, but my main role was in gathering and sharing information about companies' ethical behavior. I wrote many blogs and produced short film exposés to share our findings with our user base.

As the internship period ended, I produced Ethica Magazine, a publication featuring writing and illustrations I created for the startup.

Skills Used:

Rapid prototyping with Figma, video in After Effects, magazine in PowerPoint, blogging with Wordpress.





Project Anomaly

Game Developed in Unity

Welcome to the Anomaly Research Institute! This is your first day as an Urban Supernatural Investigator. Your primary responsibility is to discover and capture mysterious creatures and phenomena which we call anomalies with our special camera, The Beholder.

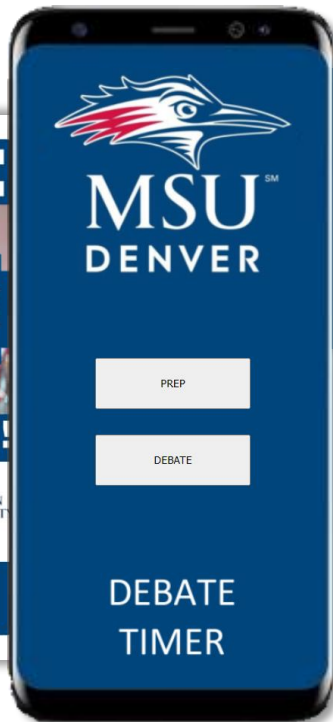
For this project I did several rapid prototypes, designed low-poly 3D assets like buildings, trees and game props. I also designed the camera graphic and put together the game trailer.

Skills Used:

Rapid prototyping with Fusion and Unity, set and prop design in Blender, presentations in Canva, video in After Effects.

View [Project Anomaly Trailer](#)





MSU Denver Debate

Participation Campaign

I was part of a newly-forming debate team at MSU Denver. To help with recruitment, I created fliers, brochures and animated ads to play around campus. To become a better debater, I created a customized timing app specifically for British Parliamentary debate, along with custom flow sheets and a prepping practice app.

I also created presentations and emceed an international tournament. I created an orientation video for a virtual tournament once Covid drove us online.

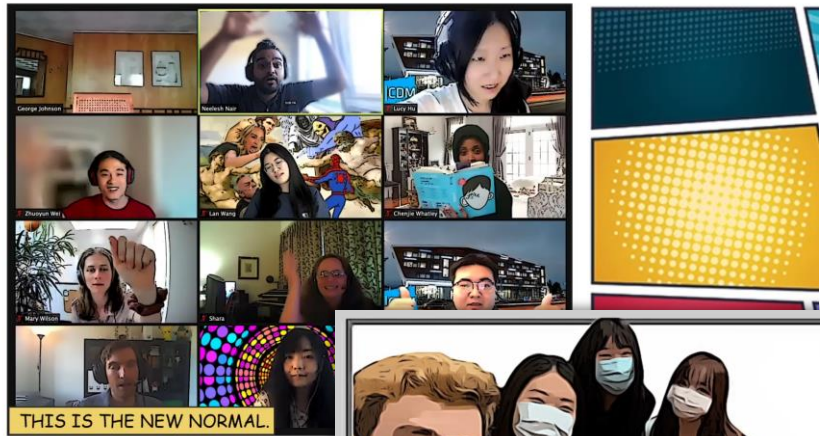
Our impressive presentations netted a \$30,000 starting grant for the new group. I also won Top Novice and other awards in several tournaments.

Skills Used:

Graphic design in Photoshop, publishing in InDesign, plus animation, HTML 5, video editing, presentations

View [Timer App](#), [Join](#), [Invasion](#) or [Orientation](#)





Summer Showcase

Presenting Cohort 15 to Industry

Every summer the Centre for Digital Media has an industry showcase to introduce the current class. This year our show was held remotely due to the ongoing pandemic.

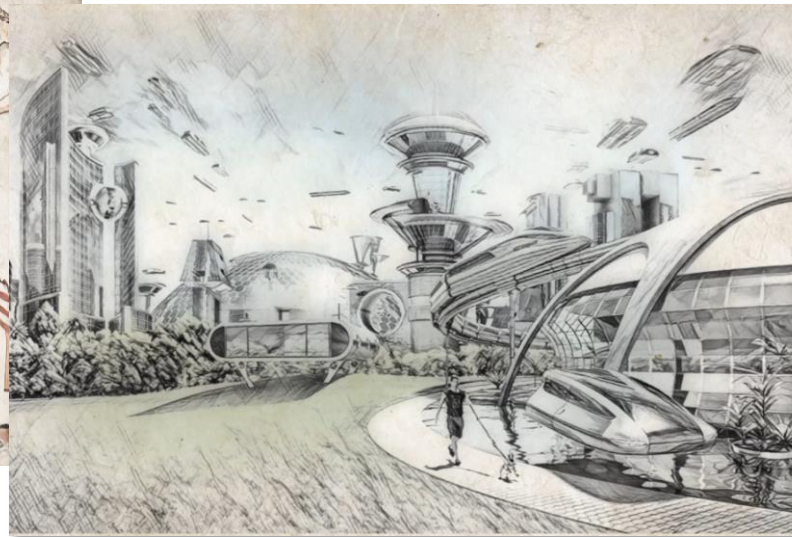
I was selected to produce a video, and asked to describe our unique class and feature some student work. I chose the comic book theme and created the supporting art. The video premiered at the showcase on 07/15/21.

Skills Used:

Graphic design in Photoshop, After Effects
Video

View [Real Heroes of the CDM Showcase video](#)





Masters of Reason

Graduation Video

Because of the great success of the Showcase video, I was asked to produce a video for the graduation as well.

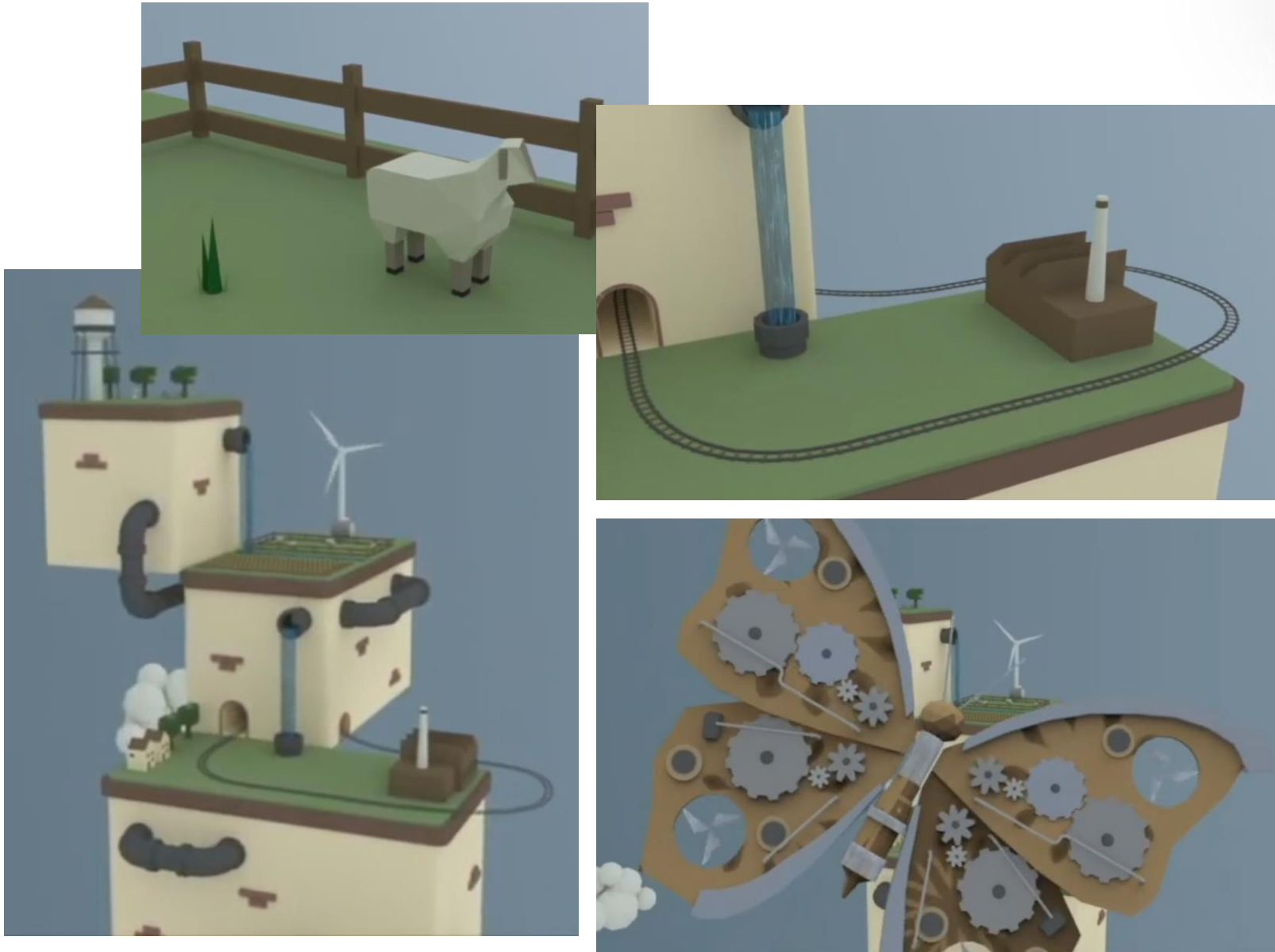
This video captured the message I wanted to share with my classmates in a DaVinci's Workshop theme. I wanted to be realistic about the challenges we are facing, yet still offer words of encouragement and hope for the future. So I explained our most important tool for making a better life – the power of reason.

Skills Used:

Graphic design with Photoshop, animation, video editing in After Effects

View [Masters of Reason](#) graduation video





Inner Workings

3D Demonstration Video

Using Blender, I created fantasy world of renewable energy, sustainable agriculture and activism, with hidden messages and secret layers.



Skills Used:

3D modeling and animation with Blender
Edited with After Effects

View [Inner Workings](#) demo video





Gryffindor Seeker
2nd Year
6 wins
3 ties

Slytherin Seeker
1st Year
2 wins

Quidditch Through the Ages

Action Sports Graphics

This video demonstrates motion graphics for sports broadcasts, complete with player highlights, head-to-head matchups and on-screen scoring. But since it's magic, there was plenty of room for sparkles, spells and magical scorekeeping.

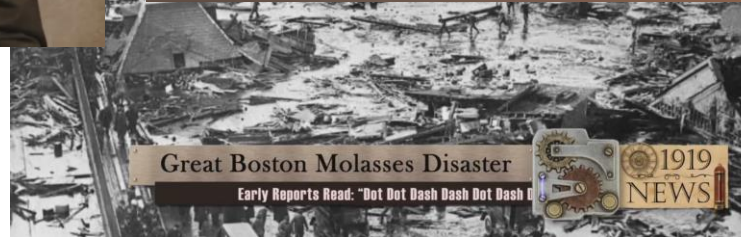
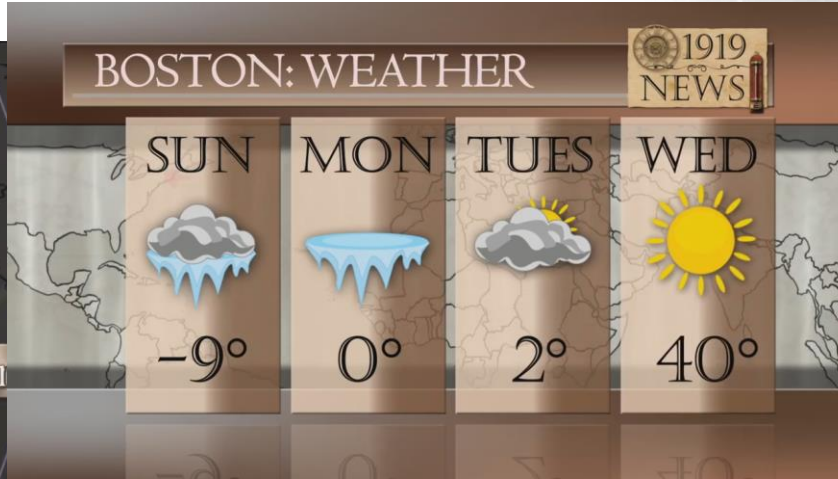
This video won First Place for Motion Graphics in the MSU Denver Student Showcase 2019.

Skills Used:

Graphic Design and After Effects

View [Quidditch Through the Ages](#) in Reel





News from 1919

Short News Feature

I created this short film to demonstrate news graphics such as lower thirds, over-the-shoulder shots and information graphics. Because I was studying the global upheaval of 1919, I decided to create this "retro-news" piece complete with steampunk animations.

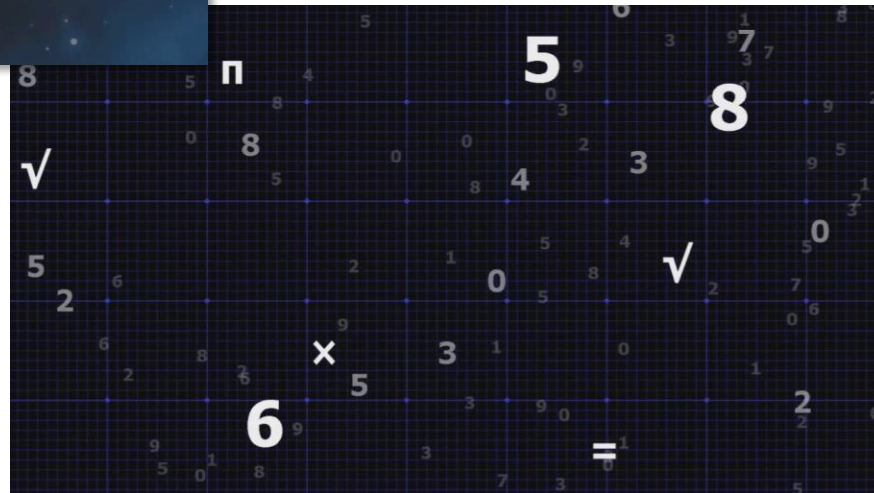
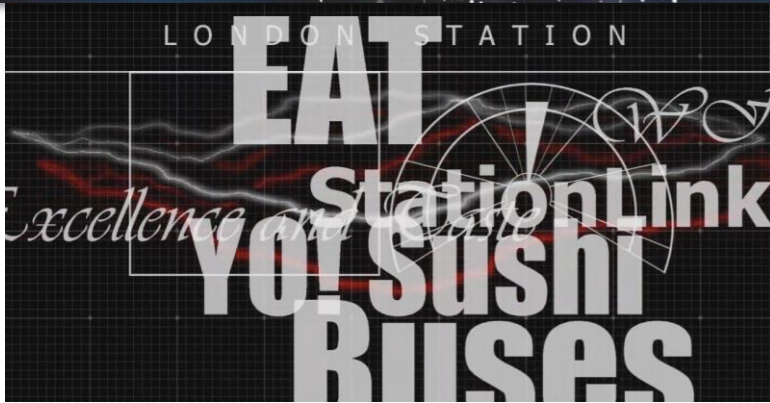
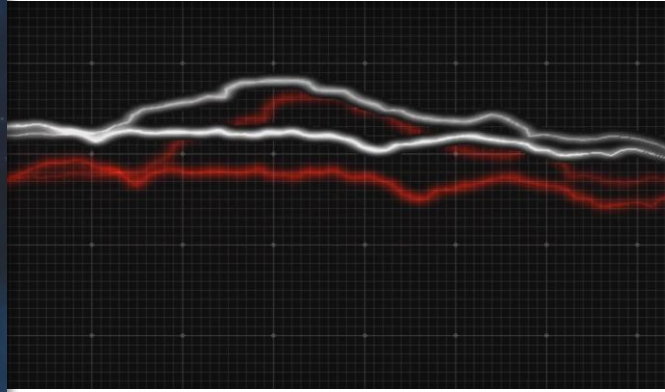
This video won First Place for Motion Graphics in the MSU Denver Student Showcase 2018.

Skills Used:

Shot and edited video, designed all imagery, motion graphics arranged in After Effects

View [News from 1919](#)





Curious Incident Projections

Programmed Graphics Delivered Live

A local youth theater put on a production of *The Curious Incident of the Dog in the Night-Time*. This acclaimed show needed a lot of projections, to make the settings distinctive and to portray the emotional states of the lead character, Christopher.

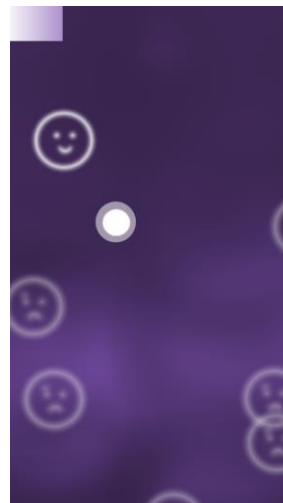
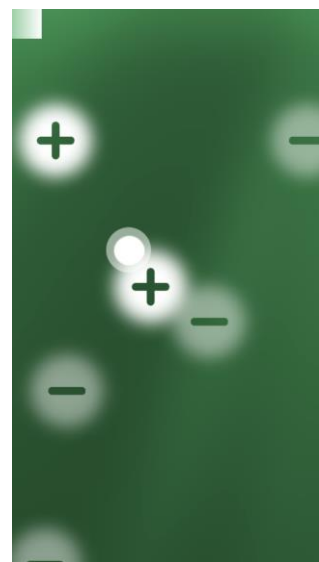
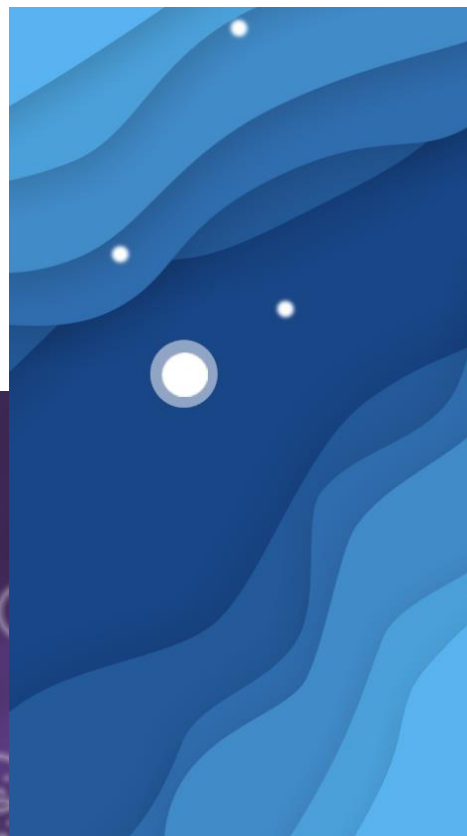
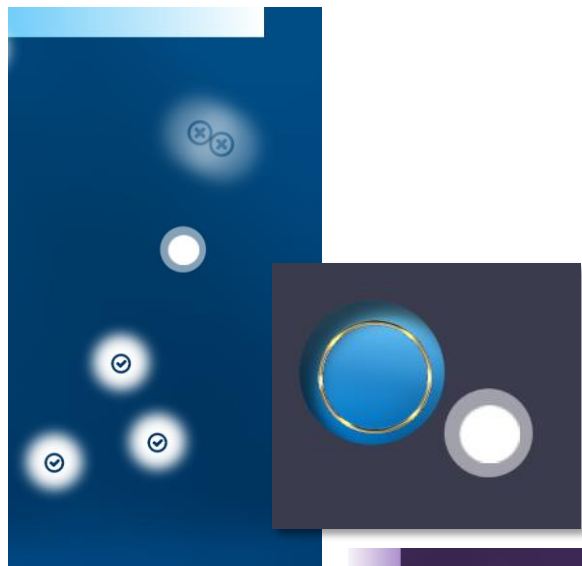
I created all the projections for the show and programmed them to be triggered live, based on the movements of the actors. I worked with the director to create animations and then rehearsed and performed them with the cast for the run of the play.

Skills Used:

Game programming with Clickteam Fusion

View [Curious Incident](#) Demonstration Video





Online Games

Liftium, The Mood Lifter

I created this game based on research showing that people can improve their mood by changing “negative” symbols to “positive.” This simple HTML5 deployment can be played on the phone or online in a browser.

The player is a drifting dot who can change the symbols in the environment simply by colliding with them. When the level is cleared the player wins a gold ring, and three rings open a gate to a new level.

Skills Used:

Game development with Fusion, deployed as HTML5

Play [Liftium](#), the Mood Lifter online



Tuesday, March 22, 2005

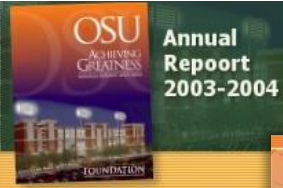
- What's New
- Giving Through OSUF
- Scholarships
- Estate Planning
- Annual Giving
- About OSUF
- Story Gallery

OSU WILLIAM S. SPEARS School of Business

A Student Says Thanks

Supporting and Serving
OSU

Making a Donation is



OSU Receives \$2.3M Gift From Devon Energy 2-7-2005

Gift to Build Advanced 3D Visualization Laboratory for the Study of Geology and Fund Scholarships and Fellowships
[View](#)

Announcements

2-8-2004 Chesapeake Invites Scholars to Legislative Dinner

2-4-2004 Stadium Second Phase Underway

1-23-2005 Honoring a Leged in Animal Science

Highlights

89 Reasons To Feel Great About Oklahoma State!

OSU Foundation Intranet

What's New



Summer Retreat
[View](#)

Great Job Team!
[View](#)

See also:
 • Local Engagements
 • News Archive

Features

- Forms
- Policies
- Research
- Software
- Company Directory



Big 12 in Big D Nowin' in 2003

Hosted by the OSU Foundation



Great Accommodations

The 2003 Development Conference will be held at the beautiful Adam's Mark Hotel in Dallas. Be sure and book early for the best [reservations!](#)



Big 12 Development Conference
 Dallas, TX
March 12-13, 2003

Registration info
[here!](#)

Home
 Welcome
 Schedule
 Hotel
 Exhibitors
 Program

Webmaster

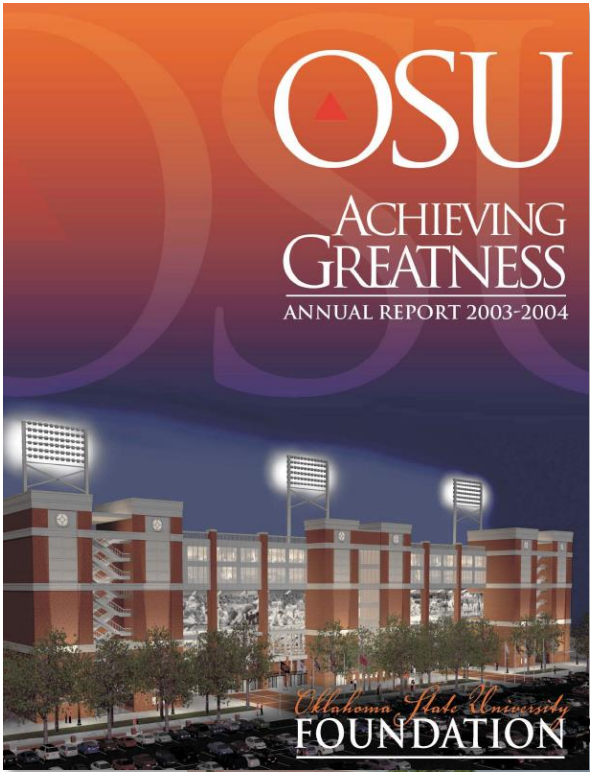
A variety of websites for OSUF

Though my position grew over time, I was originally hired as webmaster. Making and maintaining web sites was a big part of my job. I designed numerous web sites for different uses, projects and campaigns, from the main OSUF web site to our staff-only intranet. I did photography at campus events to keep the rotating news features fresh.

Skills Used:

Photography, UX/UI design
 Coding in HTML and Javascript

View archived [OSU Foundation](#) web site



Oklahoma State University Foundation Annual Report 2003 - 2004

02 Our University President	16 Scholarships for Rural Oklahomans
03 Our Foundation Leaders	18 Animal Science Heritage
04 Board of Governors	19 Music to Our Ears
06 Boone Pickens Stadium	20 Scholarships in Science
08 ConocoPhillips Alumni Center	22 Spurring on to Victory
10 Voices of Oklahoma	23 OSU-Knowledge on the Move
11 Edman Low Library	24 OSU-Tulsa Honors Senator Nickles
12 The Atherton Hotel at OSU	26 OSU-Center for Health Sciences
14 Young Scholars Society	27 OSU-OKC Child Development Center
15 College of Business	28 Financial Information

What is the OSU Foundation?
Organized in 1961, the Oklahoma State University Foundation is a non-profit corporation organized under the General Corporation Act of the State of Oklahoma. The Foundation has qualified as a tax exempt organization under Section 501(c)(3) of the Internal Revenue Code of 1954, as amended. Gifts made to the Foundation are deductible as charitable contributions under Section 170 of the Internal Revenue Code.
The OSU Foundation agrees to enable the Oklahoma State University system to achieve its goals and identify opportunities for our donors to impact the future of OSU.

...the Oklahoma State University...
...the Oklahoma State University...
...the Oklahoma State University...

With steady, exacting hands, Brown makes violins and violas with the satisfaction of knowing he is creating something that will sound more beautiful with each passing year. And the OSU music department will be able to admire Brown's marvelous work for years to come. Since 1996, he has donated four violins and two violas to the department, and will work hundreds of hours to make...

...the Oklahoma State University...
...the Oklahoma State University...
...the Oklahoma State University...

Multimedia Annual Report

OSU Foundation Achieving Greatness

I created this Annual Report to showcase outstanding efforts by donors. I designed and laid out the complete publication and did most of the photography. I also programmed the accompanying multimedia CD ROM with supporting video, audio, games, quizzes and screensavers.

This Annual Report won the Grand Award/Gold at the 2005 CASE IV.



Scholarship support is one of the most pressing needs for OSU students. The rising cost of tuition and the decline of state funding could keep some students from entering OSU. Through the Senator Don Nickles Endowed Scholarship, the Tulsa Press Club is bringing greatness to life.

-Gary Trennspahl, OSU-Tulsa President

Senator Don Nickles

Featured Donor: Tulsa Press Club

Senator Don Nickles never expected to make a name out of public office. Instead, he intended to be a small-business leader. While working toward his degree at OSU, he began a seasonal service company to help pay the way through college. In 1972, he completed his bachelor's degree in business administration and immediately returned to Tulsa to work for Nickles Machine Corporation, where he later became vice president and general manager.

In 1976, he decided to run for Oklahoma State House and the legislature of what would become his lifelong career for serving people. At the age of 31, he became the youngest Republican ever elected to the U.S. Senate. After 24 years later, he retired from the U.S. Senate and bringing behind a legacy of lifelong leadership and great achievement.

Senator Nickles' life, career, leadership and service to others make him an excellent role model for students. And OSU-Tulsa President Gary Trennspahl, "Tulsa's ability to support a special focus for the Press Club was great. We had \$25,000 in scholarship money for the Tulsa Press Club and other generous donors, we raised more than \$300,000 in scholarship each year."

Upon announcement of the nomination, the Tulsa Press Club worked with OSU-Tulsa to define a scholarship that would have a lasting legacy for students and will provide opportunities for students. Together they determined how an endowed scholarship for undergraduate students at OSU-Tulsa would give OSU students a Tulsa ability to honor their education as well as developing partnership with industry professionals.

"The Senator Don Nickles Endowed Scholarship is the first of its kind scholarship that will be named specifically for the study of journalism, public relations, advertising, public affairs or a related field," said Nickles Chairwoman, OSU-Tulsa President Gary Trennspahl, "The Tulsa Press Club has been an OSU-Tulsa partner for 10 years ago in the Tulsa Press Club. It's fitting we now partner with OSU-Tulsa in the endowment," said Nick, Chairman.



ConocoPhillips OSU Alumni Center

Featured Donor: ConocoPhillips

The largest corporate gift in OSU history was made by ConocoPhillips, an international integrated energy company, with cash and Oklahoma, Texas, Michigan, and Ohio. ConocoPhillips announced a groundbreaking agreement on May 12, 2003, for a \$25 million gift to support the program. The foundation will be the first OSU ConocoPhillips Center.

"This gift will help us further strengthen the long-standing partnership between OSU and ConocoPhillips, an oil and petroleum refining company, and support the education of future leaders in the industry," said Nick, "We will also provide an exciting learning environment for the students. This gift will help us build the future of the industry and the state of Oklahoma."

The new building, ConocoPhillips OSU Alumni Center, will have 120,000 square feet of quality space, nearly 70 percent of which is available for public use. The building will include a library, a meeting room, a lounge, and a dining area. The building will be the first OSU building to be designed and built by a private company. The building will be the first OSU building to be designed and built by a private company. The building will be the first OSU building to be designed and built by a private company.

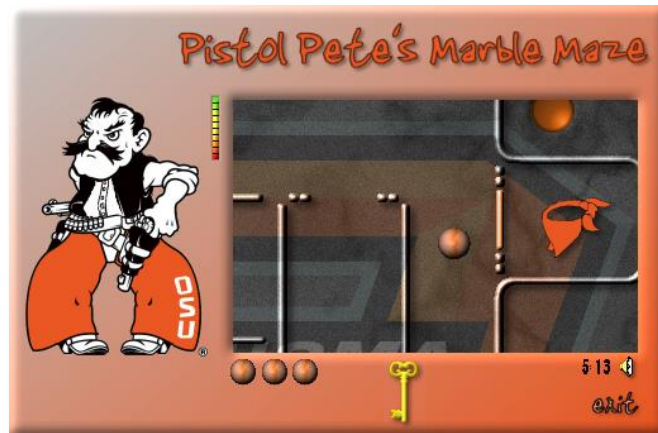
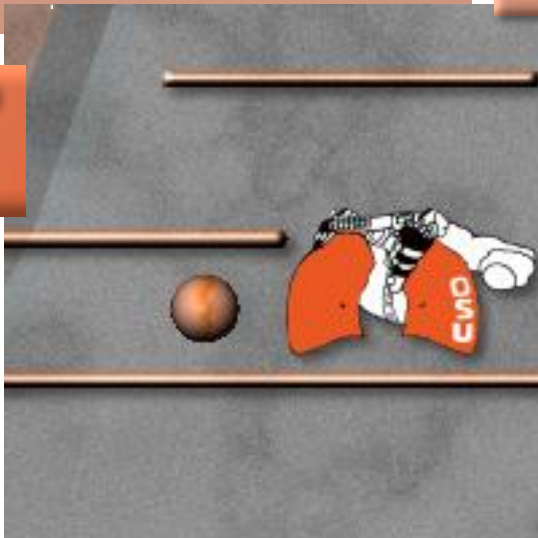
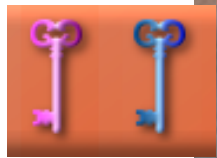
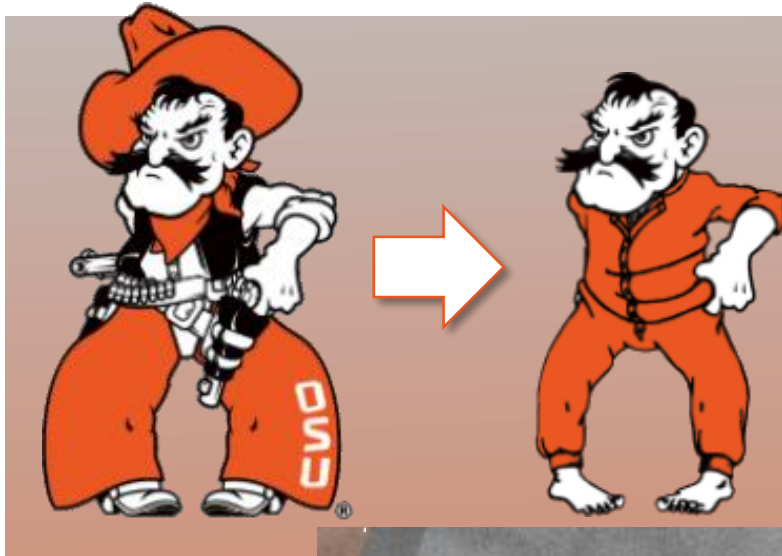
Alumni leader and former Chairman of ConocoPhillips, Gary Trennspahl, said, "The Alumni Center will provide a unique campus for students OSU-Tulsa and Tulsa State U. Scholarships sponsored by the project. The name of the OSU has been and will continue to be the focus of many ways to support the future of the industry. The Alumni Center will be the first of its kind in the industry."

The center will be located in the historic quad near Old Central and the Student Center. "Thanks to OSU's generous donors, the project is moving forward and will be completed in 2006. The building will be the first OSU building to be designed and built by a private company. The building will be the first OSU building to be designed and built by a private company. The building will be the first OSU building to be designed and built by a private company."

"We're especially pleased to have the ConocoPhillips name associated with this beautiful and functional new facility."

-Jim Maki, ConocoPhillips President and CEO





Promotional Games

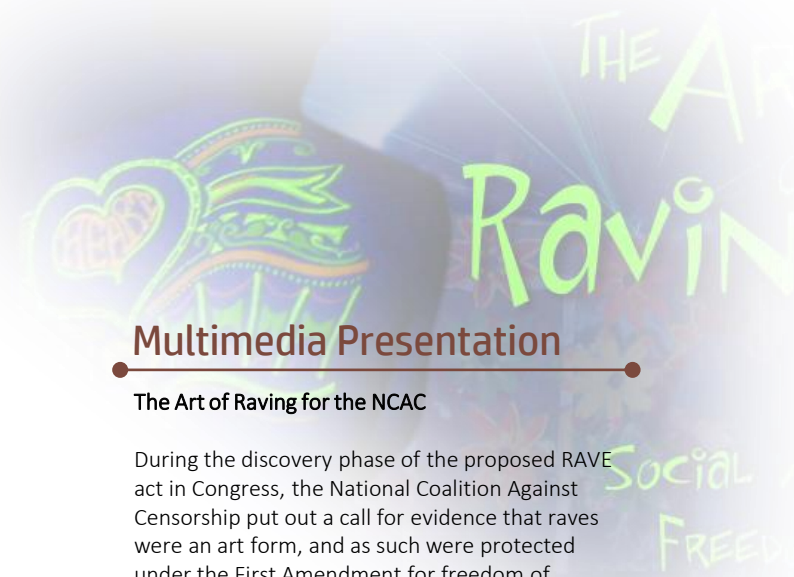
Pistol Pete's Marble Maze

I created this game as a premium to share with OSUF donors. It's a simple marble maze but with a brand-promotional twist – OSU sports mascot Pistol Pete must get ready for the big game, but his gear is scattered throughout the maze. The player finds all the keys and ports, plus Pete's hat, chaps and bandana!

Skills Used:

Game development with Fusion
Graphic design with Photoshop
Hand sketching





Multimedia Presentation

The Art of Raving for the NCAC

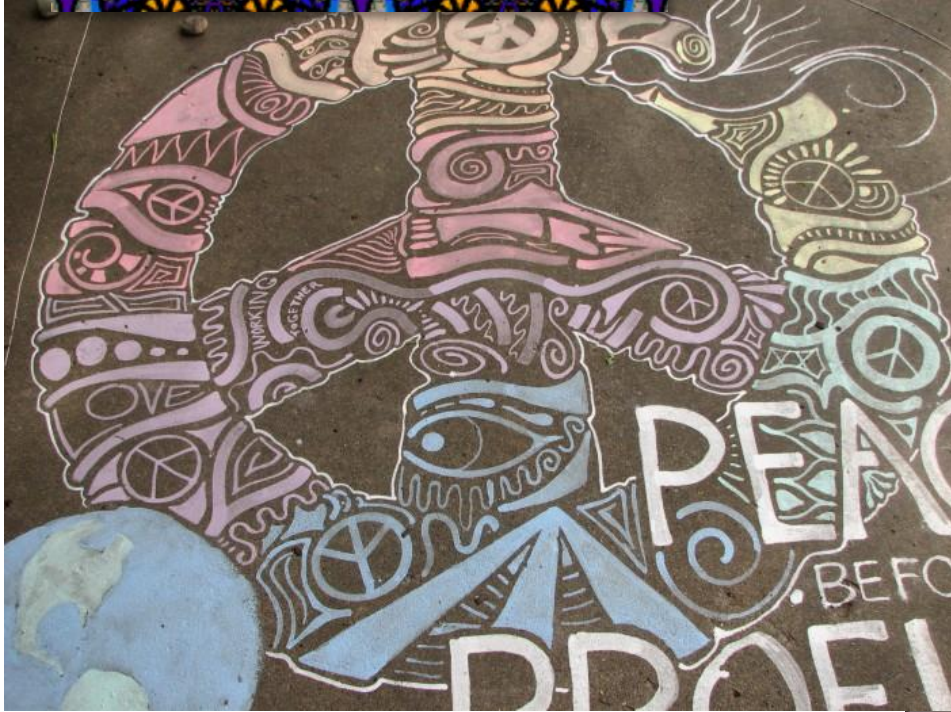
During the discovery phase of the proposed RAVE act in Congress, the National Coalition Against Censorship put out a call for evidence that raves were an art form, and as such were protected under the First Amendment for freedom of expression. I created a multimedia showcase of rave art including photos, interactive drawing and musical demonstration with original tracks in different styles. I also did the blacklight drawing on the dancer's back.

This interactive CD ROM was included with the brief for the NCAC's evidence and is on file in the Library of Congress.

Skills Used:

Media development with Fusion
 Graphic design with Photoshop
 Body Art with highlighter markers





Outdoor Art

Chalk and Projections

For years I have been perfecting my techniques for creating large, outdoor psychedelic art. I use simple sidewalk chalk to create massive, detailed sidewalk paintings. They can be easily removed with just water.

I have also created a unique form of hand-drawn outdoor projection using color cycling. These projections loop and swirl with color as they are drawn live before an audience, pulsing with the music and incorporating names and text to suit the event.

Skills Used:

Digital projections with custom application
Outdoor chalking with sidewalk chalk



Education

Centre for Digital Media

Vancouver, BC
2020 – 2022 • Master of Digital Media

Metropolitan State University of Denver

Denver, CO
2017 – 2020 • Bachelor of Science

Glendale Community College

Glendale, AZ
1990 – 1992 • Associate of Arts

Professional Skills

Adobe Creative Suite, including:

Photoshop Illustrator
After Effects Premiere
InDesign Animate

2D/3D Animation with:

Blender Cinema 4D

Collaborative Design with:

Miro Figma

Game/App Design with:

Unity Fusion

Presentation Design with:

Powerpoint GoogleSlides
Canva Figma

Awards

Spring 2022 **Centre for Digital Media**
Nominated for CS Diversity Award

Spring 2020 **MSU Denver Debate**
Finalist and Top Novice in numerous debates
'Shara Merrill Distinguished Service Award'
created in my honor

2018 & 2019 **MSU Student Film Showcase**
1st place, Motion Graphics

Spring 2005 **Grand Award / Gold**
Oklahoma State University Foundation
Annual Report Interactive
District IV CASE 2005

Work Experience

2021 – 2022 **Ethica Software Systems, Inc.**
Creative Media Director
Videos, blogs and UX/UI design for browser extension

2008 – 2017 **Artistar**
Independent Consultant
Digital media design for clients including web design,
multimedia and animation

2001 – 2005 **Oklahoma State University Foundation**
Creative Services Coordinator
Web Design, multimedia, presentations, publications

1997 - 1999 **East West Media**
Webmaster and Animator
Web Design, animation for television show



SHARA MERRILL

Master of Digital Media

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720-645-7746

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<http://artistar.com>

Demo Reel:
<https://youtu.be/-DmreJDJ0Hk>

Linkedin:
<https://www.linkedin.com/in/shara-merrill-04a027232/>

Portfolio:
<https://portfolium.com/SharaMerrill/portfolio>

Videos:
<https://www.youtube.com/user/Raverlady/videos>

Located:
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