

Keenan Modeler

308 Whiting St. Apt # 2
El Segundo, CA 90245

Objective:

Skills-focused individual seeking a full-time position as a Modeler in a professional working environment. Can work individually or in large groups. Anticipate sharing and developing my skills to higher levels.

Education:

Bachelor of Fine Arts in Animation
Savannah College of Art and Design
Savannah, GA
Dean's List – four quarters

June 2007

Professional Experience:

Tigar Hare Studios (09/07 - 10/07) – Modeling and Texturing artist on Trailer for Stargate Worlds video game. Responsible for creating organic and inorganic props.

Electronic Arts Professional Production Practices Class (2007)

One of a small group of selected students to participate in an exclusive class providing the opportunity to work in a professional environment creating and manipulating assets for Triple A video game titles. Projects were considered for use in titles, and if used were compensated for.

Professional Skills:

- Digital Modeling
- UV Mapping, Textures and Shaders
- Generalist skills with other aspects of production (animation, rendering, lighting)
- Principals of Animation
- Understanding of Anatomy and Motion
- Thumb-nailing for visual thinking and shot direction
- Experience in collaborating in a group project environment and time management

Technical Skills:

- Fluent with Maya (modeling and texturing tool sets)
- Fluent with Zbrush
- Familiar with 3D Studio Max (texturing tool set)
- Familiar with Softimage XSI (modeling tool set)
- Familiar with Adobe Photoshop, Illustrator, After Effects, Flash, and Dreamweaver
- Able to easily convert files between aforementioned programs

Awards:

- 2006 - 2nd Place winner of Firefox Flicks competition for "Wheee!"

References and Reel:

Available upon request