

Kevin Andersen

kevin@ktacreations.com - www.ktacreations.com

SUMMARY Fast and detail-oriented 3D artist with strong roots in traditional art, a working understanding of the entire game production pipeline, and a superb work ethic.

TOOLS	Expert	Proficient	Familiar
	Maya	AfterEffects	Zbrush
	Mudbox	Redshift Renderer	CryEngine
	Photoshop	Infernal Engine	3DS Max
	Unreal Engine 3	XNormal	Unity

- SKILLS**
- 3D Modeling: Hi-res and lo-res.
 - Texturing: Hi-res and lo-res.
 - Shaders: Mental Ray, Unreal Engine 3, and Infernal Engine.
 - Lighting: Mental Ray and Unreal Engine 3.
 - Optimization: Geometry and textures.
 - Effects: Unreal Engine 3

EXPERIENCE	Pepe and Lucas – <i>Modeler, Texture Artist</i> (CG animation; Brain Zoo) Modeled, UV mapped, textured, and shaded several high-res assets for a CG animated short, used to promote the company. "Pepe and Lucas" has since won a Platinum Remi for Best Animated Short.	2013
	TERA: Rising Launch Trailer – <i>Modeler, Texture Artist</i> (CG animation; Brain Zoo) Created realistic shaders and environments out of provided game assets to make a high-res trailer for the game "TERA."	2013
	Dragon Bone Weapons – <i>Sole creator</i> (Personal Project; Mod for 'Skyrim') Created original weapon models and textures and added them to Skyrim's game-world as useable assets that aesthetically matched the game's existing assets. The complete pack was released Apr 8, 2012 on Steam Workshop and, as of this writing, has over 120,000 subscribers.	2012
	Star Wars Kinect – <i>Modeler, Texture Artist</i> (XBox Game; Brain Zoo) Modeled, UV mapped and textured environment assets, then imported them into the Infernal Editor and created materials for them. I also aided coworkers in working with the game engine.	2011
	Stratego Commercial – <i>Modeler, Texture Artist</i> (CG animation; Brain Zoo) Modeled, UV mapped and textured a large set-piece for a CG animated commercial. The commercial won a Silver Telly award.	2011
EMPLOYMENT	Brain Zoo Studios – Los Angeles, CA – <i>3D Modeler and Texture Artist</i> www.brainzoostudios.com Modeling, texturing; characters, porps, and environments, general game engine consult.	2011 - Present
	Illumina Visual – Emeryville, CA – <i>Texture and Lighting Artist</i> www.illuminavisual.com Modeling, texturing; characters and environments.	2011
EDUCATION	Ex'pression College for Digital Arts – Emeryville, CA Bachelors of Applied Science, <i>Game Art and Design</i> Valedictorian, Dean's list, Alpha Beta Kappa Honors Society, Work displayed at GDC to promote the school.	2008 - 2011