

Kenneth Robinson

Environment Artist

<http://www.KenR3D.com>

+1 (778) 834-9986

KenR3D@gmail.com

Experience

EA Vancouver

2015-Present

Environment Artist

- PBR Asset and texture creation
- Stadium modeling, light mesh models
- Crowd simulation
- Maya, Substance Painter, Houdini, Frostbite

Projects: FIFA 17, FIFA 18

Bardel Entertainment

2015

Lighting Artist

- Key Lighting and Setup
- Lighting and Compositing
- Maya, Vray and Nuke

Projects: Dreamworks' Puss in Boots

Nerd Corps/DHX Entertainment

2012-2015

Modeler/Compositing Artist

- Modeling from concept art, hand painted textures
- Compositing and lighting to match art direction
- XSI, Nuke

Projects: The Deep, Slug Tera, Endangered Species, Monster High, Kate & Mimim, Max Steel

Rainmaker Entertainment Inc.

2011-2012

Lighting Artist

- Lighting and Compositing to match art direction
- Key Lighting and setup
- XSI, Nuke

Projects: Max Steel (2011)

Education

Think Tank Training Centre

2010-2011

Diploma in 3D Computer Animation, Visual Effects and Game Design