

Kenneth Robinson

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Kenneth Robinson is a 3d artist with a generalist background in modeling and lighting/compositing, with a strong focus on environments and lighting. He is always ready to further his knowledge as an artist.

EXPERIENCE

EA Vancouver

2015-2016

Environment Artist

Responsible for the creation of next-gen PBR assets, including modeling, texturing and shaders. Using real world reference for material and texture definition to ensure the highest possible level of quality.

Maya, Substance Painter, Frostbite

Projects: FIFA 2017

Bardel Entertainment

2015-2015

Lighting Artist

Worked closely with clients and lead artists to provide key lighting and compositing for a variety of shots

Responsible for lighting and compositing

Maya, Vray and Nuke

Projects: Dreamworks' Puss in Boots

Nerd Corps/DHX Entertainment

2012-2015

Modeler/Compositing Artist

Working with a variety of different departments from design to animation to compositing.

Responsible for the modeling, texturing, rigging and of characters, vehicles and environments.

Modeling in XSI, Compositing done in XSI and Nuke.

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

Rainmaker Entertainment Inc.

2011-2012

Lighting Artist

Responsible for compositing in Nuke, working with the FX department and directors.

Pass management and rendering uses light rigs in Softimage.

Projects: Max Steel (2011)

EDUCATION

Think Tank Training Centre

2010-2011

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