

# Kenneth Robinson

**Environment Artist**

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## 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, Unannounced Project*

### Bardel Entertainment

2015

#### Lighting Artist

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

*Projects: Dreamworks' Puss in Boots*

### Nerd Corps/DHX Entertainment

2012-2015

#### Modeler/Compositing Artist

- Modeling, hand painted textures, character rigging
- 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)*

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## Education

### Think Tank Training Centre

2010-2011

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