

3d Generalist with a passion for creating eye catching visuals in 3d through design, modeling, texturing, lighting and rendering. With over nine years of 3d experience including seven years of industry experience working in high end rendering for advertisement and asset development for games.

Visit my portfolio to learn more about me by copying the link

Overlandland Park, KS
(913)-396-2907

kenraybarnabas@gmail.com

Portfolio:

<https://www.kenraybarnabas.art>

Links:

<https://www.kenraysspaceportals.space>



Strengths:

- Digital Sculpting
- Low Poly Modeling
- UV Unwrapping
- High Poly Baking
- Texturing

Other:

- Lighting
- Rendering
- Rigging
- Animation
- Python scripting

Programs:

- Zbrush
- Blender
- Maya
- 3ds Max
- Substance Painter
- Unreal Engine
- Unity
- Marmoset Toolbag
- Photoshop
- After Effects
- Premiere

Education

Media Arts/Animation
The Art Institute International
2013-2016
Minneapolis, MN

Completed 12 quarters towards a Bachelor's Degree in computer science. Studied 3D modeling, texturing, lighting and rendering basics to advanced 3D modeling and animation.

3d Artist | Remote Freelance

Sequin AR - Glastonbury, CT
March 2023 - May 2023

At Sequin AR I was hired as a contract to contract artist picking up work when needed. Here I helped develop assets for an unreleased project. My role with the team consists of 3d asset development and visual testing in unreal engine. Below are a list of tasks I contributed to Sequin AR asset developments.

- High poly sculpting
- Low poly build and optimization
- UV Unwrapping
- Baking and Texturing
- Rigging and animation

3d Character Artist | Remote Freelance

Skillademia - Vilnius, Lithuania
October 2022 - June 2023

At Skillademia I work contract to contract in developing an online course on character development using only the free tools that are available such as Blender, Krita, and PureRef. Below are the list of tasks I contributed to the development of the course.

- Teaching Blender, Krita, PureRef
- 3d development with Blender
- High poly sculpting
- Low poly build and optimization
- UV Unwrapping
- Baking and Texturing
- Rigging and posing
- Video editing
- Lighting and rendering

3d Artist | Remote Freelance

RocketSchas LLC - Las Vegas, Nevada
August 2021 - July 2022

RocketSchas is small company with big ambitions in expanding ecommerce in the meta-verse realm and gamifying the theme park experience. During my freelance contract time here I helped with the 3d art development including assisting in leading the 3d team consisting of other freelance artists. Here I developed a great amount 3d assets for merchandising and game-play including props, environments, and characters focusing on mobile and VR platforms. I was also placed in charge of high end renderings for marketing and assisting the lead 3d artist in managing productivity. Below are a list of tasks I was included in with the 3d development team.

- 3d high poly sculpting
- 3d optimization
- Level building
- Texturing & materials setup
- Lighting and rendering
- Unreal Engine assets dev
- Mobile and VR platform
- Task assignments to other 3d artists
- Marketing image reviews
- Project tracking and management

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3d Character Artist | Remote Freelance

NiteOut - Founder based in Oakland, CA
 November 2020 - August 2021

NiteOut is a small start up gamifying social experience focusing on mobile platform. At NiteOut I was hired to develop the characters and some clothing assets. My assignments with the small team of talented developers and designers included creating a modular approach to the characters and their assets intended for customization capabilities. I also volunteered to take on the initial rigging setups for the characters as well. To work with the teams' budget we utilized Mixamo for the rigging so all the workload in this stage on my end was uploading the assets and exporting animations to setup and organize in Blender. Below are the tasks I was included in.

- Focusing on mobile
- 3d modeling
- Texturing
- Lighting
- Rigging setup with Mixamo
- Mixamo animation retarget
- Asset testing in Unity
- Character design
- Costume design

Interactive Designer | Onsite Full Time

Skyline E3 - Lenexa, KS
 April 2019 - April 2021

Skyline E3 was a different experience as a 3d artist. Here I worked heavily on graphic design work but mixed in with 3d visualization with the design team. During the start of my employment at Skyline E3 I had the privilege to introduce Blender into the design teams' pipeline where I also developed some tools within Blender to help the graphic designers work easily and efficiently in Blender. My tasks here consisted of graphic design edits, proofing, and tradeshow booth 3d visual development.

- 3d modeling
- Texturing
- Lighting
- Rendering
- Tradeshow booth designing
- Training design team in blender
- Graphic design
- Graphic revisions and proofing
- Assembly instructions

3d Character Artist | Remote Freelance

Noxart Games - Antalya, Turkey
 July 2020 - September 2020

Noxart Games is a software company based in Antalya Turkey. I was hired to develop three characters for them to test out in their engine. With Noxart I developed my understanding of asset development for games working on characters. Below are the tasks I was included in during my freelance contract with Noxart.

- 3d sculpting
- 3d modeling
- Optimization
- UV unwrapping
- Texturing
- Asset reviewing with team (communicating on discord)
- Receiving critiques & Revisions

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3d Animator | Onsite Full Time

Trinity Animation - Overland Park, KS
November 2016 - February 2018

Trinity Animation was a learning experience. I developed an interest in environment and product visualization during my time here and had learned a great deal on the 3d production pipeline for high end rendering. At Trinity I also had the chance to utilize my interest in Maxscript tool building helping the team automate tedious tasks. Below are some of the tasks I was included in.

- 3d modeling
- Texturing
- Lighting
- Rendering
- Environment visualization
- Product visualization
- Photo-real imagery
- 3d animation
- Maxscript tool development
- Task automation

3d animation | Onsite Internship

Fuse Animation - Minneapolis, MN
January 2016 - June 2016

During my internship here I delved into the studio work culture with an experienced team of 3d artists. I learned Cinema 4D for visual development at Fuse working on product visualization and getting critiques from the team. The team at Fuse Animation were a fun crowd and my biggest takeaway at the end of my internship with the team is to be involved. Below are the tasks I was given.

- 3d modeling
- Texturing
- Lighting and rendering
- Producing photo-real renderings
- Creating 3D animations of products
- Getting reviews on projects and portfolio

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