



rkirtlink@gmail.com

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Montreal, QC

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Objective

Passionate artist working as a 3D Animator, bringing creativity and an expansive knowledge of software to bring projects to life.

Software Experience

Maya, 3DS Max, Shotgun, Unreal Engine, Unity, Adobe Creative Suite, Zbrush, Substance Painter, 3D-Coat, Marmoset Toolbag, TVPaint

Personal Qualities

Strong communicator and team member, reliably meets deadlines, creative, always willing to learn and improve

Languages: English (Native), French (Working Proficiency)

Experience

3D Animator at Singing Frog Studio

April 2018 - August 2018

Created animations for the feature film "Snowtime 2 / La Course des Tuques"

3D Animator at Virtual Basement LLC

September 2017 - April 2018

Created animations for a currently unannounced project

Freelance 3D Animator

May 2017 - September 2017

Worked with clients to provide 3D animations for various game projects

Freelance 3D Artist at Pixel Perfect Polygons

April 2016 - July 2016

Worked closely with a team of artists to create assets for a game called "Our Ghosts of War"

Education

Champlain College

Burlington, VT

Bachelor of Science Degree in Game Art & Animation, May 2017

Interests

Movies, Video Games, Music, Snowboarding, Drawing