

EXPERIENCE PROFESSIONAL

- ▶ **3D MODELING & RENDERING ARTIST**
Dart Frog Creative, LLC | Grand Rapids, MI
June 2018 - PRESENT
Collaborate with a professional group of artists to create realistic interiors, environments and products for manufacturers, architects, design firms and agencies
 - ▶ **ART INTERN**
June 2017 - June 2018
- ▶ **3D ART INTERN**
Reset Studios | Kalamazoo, MI
May 2018 - June 2018
Created and modified character models, textures, animations, and FX while working closely with art directors to help govern visual and artistic direction
 - ▶ **Steven Universe: Tap Together**
Cartoon Network & SPYR APPS, LLC
Multiplayer Clicker RPG starring Steven Universe characters
- ▶ **LAB MONITOR & TECHNICIAN**
Ferris State University | Grand Rapids, MI
October 2016 - August 2017
Oversaw facility computer labs while tutoring students in various softwares, programs, and plug-ins
- ▶ **MULTIMEDIA ART & DESIGN INTERN**
Ferris State University | Big Rapids, MI
June 2016 - August 2016
Worked with clients and faculty members to design solutions for undergoing large-scale projects within the community

VOLUNTEER

- ▶ **SKILLS USA STATE CHAMPIONSHIP JUDGE**
Skills USA Michigan | Grand Rapids, MI
April 2019
Chosen to be on a board of judges to critique, analyze and ultimately decide upon one qualifying group to represent Michigan in the 3D Animation category for the Skills USA National Championship
- ▶ **COMPUTER GRAPHICS & 3D ANIMATION UTA**
Kent Career Technical Center | Grand Rapids, MI
Byron Center High School | Byron Center, MI
September 2015 - PRESENT
Tutor students in multiple programs, present tools and techniques through pre-planned modules, and assist the instructor in teaching certain lessons

EDUCATION

- ▶ **B.A.S IN DIGITAL ANIMATION & GAME DESIGN**
Ferris State University | Grand Rapids, MI
August 2015 - May 2020
Bachelor of Applied Science in Digital Animation & Game Design at Ferris State University
 - ▶ **AWARDS & HONORS**
 - Outstanding Student Award..... (2020)
 - Summa Cum Laude..... (2020)
 - Best Short Film..... (2018 + 2019)
 - Best VFX..... (2018)
 - Best Game..... (2017 + 2019)

PERSONAL PROJECTS

- ▶ **HOWARD & WISPY: PROLOGUE** [Video Game]
Proj. Lead | Character | Animator | UI & UX | Writing
January 2019 - PRESENT
Spearheading a group of talented friends in the creation of a 3D Puzzle Platformer video game being developed in Unreal Engine. Created all character models and animations, designed and prototyped UI elements, wrote the script, developed the story and lore, and edited together multiple promotional videos supporting the project.
- ▶ **PROJECT FICKA** [AR App]
Prop Rigger | Character Rigger | Animator
February 2020 - May 2020
Worked alongside skilled colleagues to create a cute, tropical-themed augmented reality experience for mobile devices. Rigged and animated all the props, characters and creatures seen within the app.
- ▶ **APPLE TIME** [Video Game]
Proj. Lead | Character | Animator | UI & UX | Program
September 2018 - December 2018
Lead the development of a 3D Multiplayer Arcade-Style video game that was made in Unreal Engine. Created all character models and animations, designed and prototyped UI elements, and handled programming

SKILLS ESSENTIAL

- ▶ ARTISTIC EYE & CREATIVITY
- ▶ LEADERSHIP & MANAGEMENT
- ▶ INTERPERSONAL COMMUNICATION
- ▶ ADAPTABLE & OPEN-MINDED

TECHNICAL

- ▶ **ORGANIC & HARD SURFACE MODELING**
| 3ds Max | Maya | Blender
- ▶ **DIGITAL SCULPTING & PAINTING**
| ZBrush | 3D Coat | Substance Painter | Photoshop
- ▶ **RIGGING & ANIMATING**
| 3ds Max | Maya | Blender | Animate | After Effects
- ▶ **RENDERING & COMPOSITING**
| V-Ray | Marmoset | Octane | Arnold | After Effects

WEBSITES

- ▶ **PORTFOLIO**
| kentonreynolds.com
- ▶ **YOUTUBE**
| Kenton Reynolds
- ▶ **VIMEO.COM**
| /kentonreynolds
- ▶ **LINKEDIN.COM**
| /in/kentonreynolds

