

Kevin Kraeer

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<http://www.kraeeration.com>

CAREER OBJECTIVE: 3D Animator

SUMMARY OF QUALIFICATIONS:

Committed to creating high-quality human and non-human character animation bilaterally using Maya and 3D Studio MAX. 7 years experience creating client-focused, deadline-oriented artwork. Dedicated self-starter noted for an outstanding ability to adapt to dynamic work styles. Able to maintain pace under difficult conditions, remaining highly productive with an eye for detail. Ability to work independently or as part of a team.

EDUCATION: B.F.A., Computer Graphics, Syracuse University, 1999

PROFESSIONAL EXPERIENCE:

Bellrock Media, Inc.

7/2005 - Present

J & A Advertising / Graphic Orb, Web Designer/Developer

5/2004 - 7/2005

Activision, Quality Assurance

9/2003 - 4/2004

Intermedia Interactive Solutions, Senior Artist

12/1999 - 7/2003

Asset Creation & Quality Assurance

- At Bellrock Media, Inc., created 3D models and pixel art for use in mobile and PC games. Wrote design document and created characters, levels, and shell art for a Nintendo DS title. Designed one-sheet promotional materials and corporate support documents.
- At Activision, checked PC game functionality during development against proposed functionality from design documents. Responsible for Gold Masters testing and Tier Check testing for *Call of Duty* localizations.
- Created client-driven web designs and implemented those designs using HTML editors, JavaScript, and Flash Actionscript. Client list included Paramount Pictures, Fox Searchlight, and BCBG Maxazria Entertainment.
- Learned additional programming languages and implemented them on the fly as needed, including Palm OS, Java, PHP, MySQL database management, and Director Lingo.

Production Management

- Coordinated team members, delegating responsibility to make the project ready for back-end development.
- Worked alongside Art Director and Project Management towards client's vision for each project. Regularly provided time estimates and level-of-effort assessments for internal use.
- Met with the client on and off-site, facilitating discussion about the design, its functionality, and how long it's going to take.

Skill Development

- Created on-spec pre-viz animations for a Nintendo Gamecube title
- Initiated self-learning sessions to build a more robust 3D skill set; personal homepage www.kraeeration.com won Flashkit Site of the Week Award and generated new freelance 3D animation contacts within 4 weeks of being posted. Work featured at Flashbang digital artist conference.

SKILLS:

Proficient skills using Maya and 3D Studio MAX to create highly detailed characters, props, vehicles, and environments. Experience writing MEL scripts to generate realistic particle effects. Level design and game engine experience using Gamebryo and Conitec 3D Game Studio. Refined and realistic texturing skills using Photoshop. Sound, editing and compositing skills developed using After Effects and Premiere. Work comfortably on Mac, PC, and IRIX-based SGI workstations. Daily use of computer to create artwork.