



Kinsey Spude

3D ANIMATOR

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kinseypoodeart.com

Portfolio! 

Skills

- 2D Animation
- 3D Animation
- 3D modeling
- Character Concept
- Creature concept
- Character Modeling
- Character rigging

Programs



Adobe Photoshop



Adobe After Effects



Unreal Engine



Zbrush



Autodesk Maya



substance painter

Projects

Dino Delivery

2018-2019

Animation | Rigging

third person adventure/puzzle game

Character Animation
Cinematic Animation

Character Rigging

Hidden Animation

2018-2019

3D animated short film

Part time Character Animator

Takowana County

2017-2018

Animation | 3D Modelling | Creature Design | Rigging

Unreal Engine 4 | Team size: 13

3D exploration horror game

Monster design
Monster modelling
Monster animation
Wildlife animation

Wildlife modelling
Rigging creature
Rigging wildlife
HUD/UI

Paige Turner the Last Story

2016-2017

Animation | Rigging | UI

Unity | Team size: 6

Hybrid 2D and 3D exploration and puzzle game

Character animation
Character concept
Splash screen

Character rigging
UI clean up

Education

DigiPen Institute of Technology

(2015-2019)

Bachelor of Fine Arts in Digital Art and Animation

Santa Fe Community College

(2011-2014)

Associate Degree in Media Arts

Work Experience

Teachers Aid

Introduction to 3D animation
Intermediate 3D animation
3D sculpture

(2016-2019)

Character Design
Maya for non art majors
Video game Projects

Gesture Drawing for Animation
Art fundamentals 2
Introduction to Maya

Contract Animator and Video Editor (2013-2015)

The Big Learning Machine