Ken Landrum

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COMPUTER SKILLS

Adobe Photoshop Adobe InDesign Adobe Flash

Alias Maya Alias 3DS Max Apple Final Cut Pro

Adobe Dreamweaver Adobe Illustrator Microsoft Word

Proficient in Unix, OSX and Windows operating systems.

WORK EXPERIENCE

Oct. 2008 - Current

Graphic Artist/3D Modeler

Boeing-SSE, Inc., St. Louis, Missouri

- Create graphics for eLearning interactive training.
- Developed and incorporated new methods of interactive training.
- Modeled and animated detailed parts and assemblies.
- Possess secret clearance.

Jan. 2008 - July 2008

Lighting-Compositing Artist

ReelFX, Dallas, Texas

- Digitally lit characters (mainly furred), props and environments.
- Separated and organized scenes for multiple layer renders.
- Color corrected and assembled multiple layers for supervisor review.
- Initiated the development of time saving tools.

Jan. 2005 - Jan. 2008

Art Director

LMI, Orlando, Florida

- Prepared designs for print media and web.
- Wrote copy and developed marketing campaigns for clients.
- Created high-resolution photocompositions for theme park applications.
- Developed department workflow.
- Assisted in training fellow artists.

April 2004 - Dec. 2005

Senior Lead Compositor

C.O.R.E. Feature Animation, Toronto, Ontario "The Wild" CG Feature Film

- Organized numerous character, background and FX elements for shot assembly.
- Supported department supervisor as necessary i.e. work flow, reviews
- Created digital artwork and animated when necessary.
- Color corrected individual light passes on all elements.
- Assisted fellow compositors in preparing work for Art Director reviews.
- Managed inventory for Compositing Team.

Sept. 1996 - March 2004

Senior Color Stylist

Walt Disney Feature Animation, Lake Buena Vista, Florida "Brother Bear", "Lilo & Stitch", "Tarzan", "Mulan" 2-D Feature Films

- Nominated for two Academy Awards.
- Selected colors for character, prop and FX elements.
- Meticulously organized digital palettes for downstream departments.
- Assisted fellow Stylists in preparation for Director approvals.
- Interim Supervisor during Supervisor's absence.

June 1994 - Sept. 1996

Associate Art Director

First Impressions Printing, Ocala, Florida

- Designed, brochures, mailers, calendars and other collateral material.
- Directed fellow Artists in work preparation for client approvals.
- Handled all color drum scanning, separations and film output.
- Assisted in many facets of the pre-press process.
- Designed ADDY award winning material.

EDUCATION & TRAINING

- Vocational Degree in Commercial & Advertising Art
- Houdini lighting & Renderman training. (C.O.R.E.)
- Modeling & rigging in Maya course. (Disney)
- Disney digital animation workshops. (Disney)
- Acting for animation workshops. (Disney)

DEMO REEL & ONLINE PORTFOLIO AVAILABLE AT:

http://www.kenlandrum.com