

Kala Austin

2000 Brassfield Way
Roswell, GA 30075
(727) 871-7383

Email: Kalanaustin@Gmail.com

Website: <http://kalaAustin.com>

Education

Bachelor of Science, Computer Animation

Full Sail University, Winter Park, FL

Graduated December 2008

Major: Environment Artist

Minor: Conceptual Artist/Illustrator

Related course work: Unreal Editor, Shading and Lighting, Geometry, Objects and Perspective, 3D Animation, 2D Animation, Compositing, Art Creation for Games, Production Modeling, Art History, Communications

High School Diploma

Lee's Summit Academy, Lee's Summit, MO

Graduated May 2006

Professional Experience:

Freelance Illustrator/Conceptual Artist (2009- Present)

-Various Illustration Projects and Designs

-Character Creation & Environment Design

Thrust Interactive (January 2012-Present)(Internship/Contracted Artist)

- Conceptual Art and Illustration

- Worked on Enemy/Background Design for Level 5 of Mobile App Game Boombastica

-UI Design

Humoring The Fates Animation (April 2010 - July 2010) (Internship)

-Worked on various Graphic Novel pages as a color artist.

-Ensured that coloring and lighting was of proper standards.

Trinity Animation (July 2009 - November 2009) (Contracted Artist)

-Lead multiple projects from start to finish.

-Worked under deadlines and made sure clients were pleased.

-Did Realistic Photo editing and 3D work using tools such as Photoshop and 3DsMax.

Management

Manages time and deadlines to ensure work is done on time.

Developed and implemented new ideas and solutions for multiple projects.

Works well under pressure and projects that need multiple revisions.

Understands 3D and 2D Production pipeline.

Works well in a team oriented environment.

Has a strong Traditional Art background along with a background in 3D Programs.

Technical Skills: Photoshop, Painter X, Maya, Unreal Engine, Some 3DSMax, After Effects, Dreamweaver

Traditional Skills: Graphite, Acrylic, Watercolor, Inking, Charcoal, Sculpy/Sculpting, Screentones

Additional: Works well in teams and is passionate about creating new designs and illustrations. Has a strong knowledge of lighting, color and composition. Is able to work in a variety of styles. Knowledgeable about 3D modeling, textures and ways to create designs that can be applied realistically in a 3D environment. Is able to work well under pressure and short deadlines.