

FLETCHER KINNEAR

3D Modeler/Concept Artist

Contact Info:

fletcherkinnear@yahoo.com

(737)701-8207

Portfolio:

<https://www.artstation.com/fletcherkinnear>

Art Blog:

facebook.com/fletcherkinnearart

Skills:

- 3D modeling:
- Concept Art:
- Illustration:
- PBR Texturing:
- 3D Printing:

Tools:

- Autodesk 3Ds Max:
- Adobe Photoshop:
- 3D Coat:
- Crazy Bump:
- Autodesk Mudbox:
- Unity 3D:
- Zbrush
- Unreal Engine
- Autodesk Maya
- Adobe Flash

Strengths:

- Fast yet diligent
- Deep Understanding of both 2D and 3D design
- Adept at troubleshooting
- Ability to quickly learn new tools and procedures
- Effective communicator
- Always willing to help and work together to solve problems
- Able to prioritize accordingly with regards to project deadlines

Shipped Titles:

- Shroud of the Avatar
- Omni Arena
- Starlight Inception: Tactics
- Starlight Inception

Workplaces:

Portalarium

3D Character Artist/Concept Artist

February 2016-June 2018

Game Worlds

Instructor

April 2018-June 2018

Virtuix (contract)

Concept Artist

March 2016-June 2016

Mighty Coconut (contract)

Concept Artist

April 2014-January 2015

Kalani Games Entertainment

Environment/Character Artist

July-2015-January 2016

Escape Hatch Entertainment

Concept Artist

March 2012-September 2013

Pandamoon Publishing

Lead Illustrator

December 2013-February 2018

Meta 3D Studio

Environment Artist

December 2013-June 2013

Mocha Latte Productions

Storyboard Artist

December 2013-June 2013

Education:

Austin Community College: Game Development Institute

Degree:

Associate of Applied Science in Game Art Specialization