



# KAIEAISHA USSIN

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## Summary

Highly enthusiastic professional artist, seeking for an opportunity to contribute in the field of animation and gaming. The 3 years of me obtaining my Bachelors in fine arts has given me the experience and required skills necessary to perform the task that is requested of me.

## Education

- The Art Institute of Houston ● July 2010-December 2013 ● Bachelors of Fine Arts ● Media Arts and Animation

## Programs

- Microsoft Suite
- 3D Studio Max, Maya and Zbrush
- Vue and Realfow
- Adobe After Effects and Premier
- Adobe Photoshop and Illustrator

## Skills

- Create digital illustrated Concepts, Storyboards, Sci fi, Fantasy, Fan art, Portraits, and many others using the programs Photoshop, Illustrator, Corel Painter, and Manga Studio
- Traditional Paintings and Drawings of Portraits and Animate Objects using Acrylic Paint or Charcoal.
- Modeling Hard Surface and Organic Objects consisting of Assets in the 3D Environment while using programs such as 3D Studio max, Zbrush, Vue, Maya, and real flow. Also, Rendering 3D models and creating a highly detailed Scene and Image by Texturing and Lighting within the programs previously mentioned.

## Work Experience

- 2010-Present  
**Position:** Free-lance, producing Digital and Traditional Paintings along with Character Illustrations.  
**Clients:** Inspiring artists, Authors, Comic Con conventions, Oil & Gas Companies, Art Galleries, Game Companies, Military personal and clothing line designers; producing Digital paintings and wallpapers of character illustrations.
- March 2014 – Jan 2015  
**Company:** Fitiri Energy  
**Position:** Freelance Contractor, Created and Textured 3D models of Vessels, Offshore Worker Rig that turned into an educational app game for future employee in the program Unity, Transferred assets from C4D to 3Ds max for remodeling and texturing, and Build a Refinery of the work facility with Textures.

- Jan 2014 - May 2014

**Position:** Creative Freelance Agent, Performed the following services to be used as illustrations and Cover Art for an e-book and/or in Promotional Materials associated with the E-book, including web pages, print, video, and other media:

- Two full color pages and two or more half page grayscale sketches.

**Client:** JetSpice

- Feb 2014 – July 2014

**Company:** FuelFX

**Position:** Contractor, Assigned various task such as Hard Surface Modeling, Texturing models with mental ray and/or UV Mapping, Video Editing, Educational Test PowerPoints, Creating Textures in Photoshop to be used on 3D Assets, Storyboarding, Concept Art, and Digital Painting. Projects I've worked on has turned into AR App, Commercials, Promotional Material on websites, App Games, and Learning programs. Here are some of the Clients the projects were done for:

Flowtek

BP

Pinnacle

FlowTrend

Memorial Hermann

Schlumberger

Fracmax

Hunt Energy

- Oct 2013- Nov 2013

**Company:** Crossman Studios

**Position:** Internship, Learned a new program, silo, at the Game Company and produced new detailed 3D Assets every week for the 3D Environment.

- **Occupational Test**

**Company:** Blue Mammoth Games

Creating new character concepts and level designs for a 2D game being developed.

**Awards**

- Comicpalooza Badge Art winner, Art displayed on four promotional badges 2017
- Character Concept Artist on Flowtek FracMax AR Campaign that won American Advertising Award (ADDY Award) 2015
- "Best of Show Winner" at The Art Institute of Houston's Portfolio show 2013.
- 1<sup>st</sup> place in Art contest winning 10,000 Scholarship from the Art institute of Houston 2010

**Volunteer 2010 - Present**

- Via Colori

Create colorful murals with pastel chalk and transform the pavement of Downtown Houston a Art Museum