

KALANI STRANGE

Highly-motivated, self-taught 3D Artist looking for a position as a Character Artist. I am hardworking, and looking to find a company where I can continue to develop my skills as an artist.

CONTACT INFO	EXPERIENCE	
<p>Portfolio kalanistrange.com</p> <p>Email kstrange62@gmail.com</p> <p>LinkedIn linkedin.com/in/kalanistrange</p> <p>Phone 678-900-5814</p>	<p>June 2017 – December 2017</p> <p>April 2012 – Present</p> <p>Douglasville, GA</p>	<p>CHARACTER ARTIST / TEXTURE ARTIST</p> <p>NEH funded research project for The Center for Puppetry Arts / 5 – 15 hours per week</p> <ul style="list-style-type: none">- Responsible for modeling, texturing, and rigging of all puppets, as well as a stage and props.- Worked with the game designer to ensure proper function of models in Unity3D.
SKILLS		
<p>Software</p> <ul style="list-style-type: none">- Maya- Blender- ZBrush- Substance Painter- Unity3D- GIMP <p>Practices</p> <ul style="list-style-type: none">- 3D Modeling- 3D Painting- Digital Sculpting- Game Design- Graphic Design- Programming <p>Programming Languages</p> <ul style="list-style-type: none">- Java- C#- C- Python		<p>SERVER</p> <p>Cracker Barrel / 20 – 25 hours per week</p> <ul style="list-style-type: none">- Responsible for closing and setting up the restaurant for the next day.- Oversee other servers closing responsibilities.
EDUCATION		
<p>August 2015 - Present</p> <p>Georgia Institute of Technology</p> <p>Candidate for Bachelor of Science in Computational Media.</p> <ul style="list-style-type: none">- Expected Graduation: May 2018- Emphasis: Media and Game Studies- GPA: 3.84 <p>January 2013 – December 2014</p> <p>University of West Georgia</p> <p>Computer Science</p>		

PROJECTS (viewable on website)

MONKEY KING One of the puppets created for 20 hours The Center for Puppetry Arts. Modeled, textured, and rigged. Programs: Maya, Blender, Substance Painter

DRAGON Created for the background of a April 2016 – May 2016 fantasy photoshoot. Designed, modeled, sculpted, and textured from scratch. Rigged and posed the model to match the given photo. Programs: Blender, Substance Painter