

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>Email kstrange62@gmail.com</p> <p>Phone 678-900-5814</p> <p>Portfolio kalanistrange.com</p> <p>LinkedIn linkedin.com/in/kalanistrange</p>	<p>May 2018 – Present</p> <p>June 2017 – December 2017</p>	<p>3D ARTIST</p> <p>Georgia Institute of Technology / Research project for an augmented reality Parthenon exhibit / Paid position: 10 hours per week</p> <ul style="list-style-type: none">- Responsible for the modeling and texturing of various models <p>CHARACTER ARTIST / TEXTURE ARTIST</p> <p>Georgia Institute of Technology / NEH funded research project for The Center for Puppetry Arts / Paid position: 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- Texture Painting- Digital Sculpting- Game Design- Graphic Design- Programming <p>Programming Languages</p> <ul style="list-style-type: none">- Java- C#- C- Python	<p>April 2012 – Present</p> <p>Douglasville, GA</p>	<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 – May 2018</p> <p>Georgia Institute of Technology</p> <p>Bachelor of Science in Computational Media.</p> <ul style="list-style-type: none">- Emphasis: Media and Game Studies- GPA: 3.87 <p>January 2013 – December 2014</p> <p>University of West Georgia</p> <p>Computer Science</p>		

Projects can be viewed on my website (kalanistrange.com). This includes personal works, professional works, and school projects.