

Jackson Kendra

Freelance Artist

jmkendra95@gmail.com

Mobile: +61416744977

LinkedIn: <https://au.linkedin.com/in/jkendra>

Portfolio/Reels: <https://jacksonkendra3d.com>

ABN: 20 622 447 039

Career Objective

A driven and quick learning individual with 3 years of experience in the hospitality industry and 3 years as a 3D Generalist working freelance on an Unreal Engine 4 game that's in development. A graduate in 3D art and animation, majoring in 3D modelling and post-graduation focus on Real-Time rendering environment is seeking VFX related industry work to expand their skillset and adapt into a new environment with the skills gained from prior experience.

Education

Design Centre Enmore TAFE Bachelor's Degree - 3D Art & Animation, 2014 - 2016

Key Achievements

- > Graduated with Distinction

Work Experience

Novotel Brighton Beach

Food and Beverage Attendant: September 2015 – Present

Key Achievements:

- > Assistance in training new staff in Banquets roles
- > Gained the ability to work without supervision with the ability to perform multiple roles within Banquets and Food and Beverage consistently and reliably, even when under pressure.

Roles and Responsibilities:

- Waiting
- Working Bars with a variety of payment styles

- Setting functions
- Clearing functions
- Customer service (face to face and over the phone)

Freelance Artist (Environment Artist/ Unreal Engine Artist)

January 2015 – Present

Key achievements:

- > Developed modular architecture allowing for quick building of housing and structures, that can be built in different shapes and forms
- > Creating Procedural shaders that mimic true to life materials while maintaining modularity in grunge and detailing and tiling ability.
- > Sourcing materials and creating unique material for use in engine.

Roles and Responsibilities:

- Developing a materials pipeline for efficient and optimised generation of materials
- Technical supervising of outsourced modelling
- 3D modelling, texturing, surfacing
- Conceptual designing of environments
- Engaging in team meetings, providing feedback in all areas
- Meeting deadlines
- Creating themes that flow together and make a cohesive and immersive world
- Identifying new technical features and determining the implementation into the game's visual design
- Creating pipeline structures and performance targets

Volunteer Experience

SMASH! Inc (SMASH! Convention) Art Assistant

March 2017 - Present

- Community engagement face-to-face and email customer service
- Running Life Drawing Workshops
- Supervising volunteers during convention
- Committee member
- Public Speaking
- Planning and organisation of events leading up to SMASH!
- Coming up with new ideas/ workshops

Skills

- 3D Related Skills:**
- Maya (modelling, materials, surfacing) – **Advanced**
 - Photoshop - **Advanced**
 - Substance Suite (Painter, B2M, Designer) - **Advanced**
 - Mudbox - **Intermediate**
 - Unreal Engine 4 (Asset creation, modelling, Materials, Sequencer) - **Intermediate**
 - ZBrush - **Intermediate**
 - 3D Coat - **Novice**
 - Quixel – **Novice**
 - Renderers – Mental Ray, Arnold – **Intermediate**

- IT and Programs:**
- Extensive knowledge of Windows 10 and troubleshooting
 - Writing proficiency with type speed 60 words per minute
 - Knowledge of Microsoft Office Suite

- Teamwork:**
- Working in large teams, as well as providing support for team members where useful in fast paced work situation. Gained through working Food & Beverage with colleagues of varying experience levels
 - Able to work independently, gained through projects in College as well as freelance and Food & Beverage experienced

- Research/Design and implementation:**
- proficient research skills obtained through college studies as well as self-learning for skilling up in freelance work.
 - adapting learning resources to modify and create new assets through knowledge gained through fundamentals in learning materials and exploration.

- Time Management:**
- Time management skills gained through working in a scheduled fast pace environment in hospitality as well as through deadlines in Freelance work and College education. This includes the ability to prioritise tasks and coordinate them in a team setting.