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# KENICHI PONNATH

3D ENVIRONMENT ARTIST

AUSTIN, TX UNITED STATES

PHONE

(901)-299-1607

EMAIL

KenichiPonnath@gmail.com

WEBSITE

www.KenichiPonnath.com  
Artstation.com/kenichiponnath

SOCIAL

@kenichi3d (Instagram)

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## SOFTWARE & TECHNOLOGY

- Autodesk software: Maya; Fusion 360; 3D Studio Max.
  - ZBrush
  - Substance Painter
  - Marmoset Toolbag 3
  - Adobe CC: Photoshop; Illustrator; After Effects; Premier; Animate.
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## SKILLS & ABILITIES

- Hard surface polygon modeling.
  - Sharp understanding, as well as logical application of proper UV unwrapping for explicit, or tileable textures.
  - Talent for quickly mastering technology, systems and programs.
  - Strong collaborative skills working with a team to reach goals and complete projects.
  - Flexible and adaptable- ability to maintain a sense of humor under pressure. Capable of producing industry quality pbr textures
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## EXPERIENCE

**"Duck Duck Duze"**- Sketched a design for an album cover for a local music artist and finalized it in Photoshop to promote their new album release.(12/2016)

**"Gram Reapers"**- Collaborated with another artist to create an album cover for a local music artist to promote their newest single. The other artist sketched the design for the cover, while I finalized it to the client's guidelines.(01/2017)

**"Day Dreams"**- Met up with a local music artist and created a rough sketch for their new album cover, then completed the design using Photoshop. (05/2017)

**"Birthday"**- Designed and created an album cover to promote a local music artists new albums birthday release.(07/2017)

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## EDUCATION

### The Art Institute of Austin

Bachelors of Fine Arts- Media Arts & Animation // 2015 – 2019