



Kristian Jones

3D Prop Modeller

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📍 Perth Western Australia



Education/ Experience

Curtin University 2017-2020

Bachelor of Animation &
Game Design

Edith Cown University 2016

Bachelor of Cyber Security (1yr)

Cornered Rats Software

Artist Internship (1 yr)

Coral: A Halo Fan Game

3D Artist (1yr)



About

Hi, I'm Kristian. I make 3D models of basically anything that is an object. This ranges from crates to swords to high tech guns. I am also very interested in game development and have a little experience with Unreal Engine. I have experience working in teams and rather enjoy it since it gives opportunities for faster feedback and to learn from other people



Software



Skills

3D Modelling	_____
UV Mapping	_____
Rendering	_____
Texturing	_____
3D Animation	_____
Rigging	_____
Compositing	_____

www.kaybeejay.net

www.artstation.com/kaybeejay



Home of *CRS* Development Studios

www.playnet.com

Dear Employer,

Kristian Jones has been working with Playnet, Inc. / Cornered Rat Software on the development of WWII Online as an intern 3D Modeler. During that time, he has routinely attended meetings, maintained responsive communications and has had a positive attitude even when faced with extraordinary challenges during our development cycles.

He has a keen eye as an artist to spot errors and quickly resolves them, often times supporting his peers during the review process. There has never been difficulty working with Kristian as he has a very likeable demeanor about him that makes collaboration really enjoyable.

In my experience working with many interns, Kristian has been a strong asset to the team and any organization would be made better by his presence.

If you would like to know more, please feel free to e-mail me (mcallahan@playnet.com) and I would be happy to provide additional insight.

Sincerely,

A handwritten signature in black ink that reads "Matt Callahan".

Matt Callahan
President and CEO
Playnet, Inc.