

Kalvin Goodlow

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Qualifications

Extensive experience with multiple areas of computing technology including inventory management systems and multimedia. Adaptable background in graphic design, 3D modeling, and quotations. Capability for interactive application development.

Skills

3D

- Blender
- Unity (C#)
- Unity (JavaScript)
- Maya
- Substance Painter
- 3D Studio Max

Adobe

- Photoshop
- After Effects
- Premiere
- Illustrator
- Acrobat Pro

Microsoft Office

- Word
- PowerPoint
- Excel
- Outlook

Other

- Layout & Design
- Marketing Design
- Video Editing
- App Programming (C#)
- App Programming (JavaScript)
- Marmoset Hexels
- SAP Systems

Experience

Grocery Clerk, Sprouts Farmers Market, Owasso, OK

August 2021–*Present*

- Stock and maintain frozen department.
- Placing orders for low stock and out of stock items.
- Assist customers with product-related questions.

Graphic Designer/Quotations Specialist, Downing, Oklahoma City, OK

June 2012–March 2020

- Create 3D and 2D technical graphics for sales purposes.
- Produce instructional video of wellhead completion including modeling, texture, lighting, animation, and editing.
- Completion of wellhead sales quotations.
- Navigation and product input using SAP inventory management systems.
- Advanced coordination with supply chain and sales teams.

Director/Artist/Programmer, Sushi Pachi Panic, Independent Project

May 2017–Nov 2019

- Completed and published video game to Steam for Windows.
- 3D modeling, rigging, and animation of characters.
- Game design and logic programming.
- Minigame programming.

Education

Bachelor of Fine Arts, Media Arts and Animation, Art Institute of San Antonio, TX

March 2014

- Dean's list with GPA above 3.7 October 2010 - June 2013.

References are available upon request.