

Kalvin Goodlow

Digital Artist

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Qualifications

Experienced artist with capability in multiple areas of media and technology. Adaptable background in graphic design, 3D modeling and animation for marketing. Programming capabilities for interactive applications and game design.

Skills

3D	Adobe	Microsoft Office	Other
-Blender	-Photoshop	-Word	-Layout & Design
-Unity (C#)	-After Effects	-PowerPoint	-Marketing Design
-Maya	-Premiere	-Excel	-Concept Design
-Substance Painter	-Illustrator	-Outlook	-Video Editing
-3D Studio Max	-Dreamweaver		-Game Development
	-Acrobat Pro		-Web Design

Experience

Graphic Designer, Downing Well, Oklahoma City, OK June 2012–Present

- Creation of 3D and 2D technical graphics for sales purposes.
- Produce instructional video of wellhead completion including modeling, texture, lighting, animation, and editing.
- Layout and redesign the company catalog.
- Completion of wellhead sales quotations.
- Advanced coordination with supply chain and sales teams.

Director/Artist/Programmer, Insecticide Project, Self Employed May 2015–Sept 2017

- Self-funded collaborative independent video game project.
- Writing, concept design of characters and vehicles.
- 3D modeling, rigging, animation of characters and vehicles.
- Game design and programming.
- Layout and design of tie-in comic book.

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.