



SCOTT KENNEDY

VISUAL FX ARTIST

2985 SANTOS LN APT 306 WALNUT CREEK CA 94597 P: 831.359.5785 SCOTTKENNEDY@KENNEDYVFX.COM

OBJECTIVE

To create stunning and immersive visual effects for action 3D game titles.

SUMMARY OF QUALIFICATIONS

- 4 years of experience as a professional 3D artist creating Console and PC titles as senior mentor and production artist.
- Strong technical troubleshooting and creative problem solving skills: balancing framerate, performance and aesthetic quality.
- Experience mentoring and managing small teams of artists.
- Ability to coordinate with other disciplines: design, engineering, art and production management.
- Passion for current software, art trends and game techniques

SOFTWARE EXPERIENCE

Maya, Unreal Engine 3: Cascade VFX module, Matinee, Material Editor (node based shader system), Unity 3D, Illuminate Labs "Beast" Lighting Engine, Zbrush, Mudbox, Photoshop, Bodypaint 3D, Crazybump and Perforce.

PROFESSIONAL EXPERIENCE

July, 2010-Current Float Hybrid Entertainment

San Francisco, CA

Unannounced Xbox 360 Titles for Microsoft's Internal Incubation Studio

Unannounced Xbox 360 Title for Microsoft Game Studios

"Escape Plan" Playstation Vita

Senior VFX Artist

- Create and implement VFX across all projects.
- Optimize and troubleshoot VFX for Xbox 360 and Playstation Vita.
- Finalize lighting, post-process FX and LUT color grading.
- Setup and implement VFX for cinematics.
- Oversee and review junior artist's work.
- Prototype and execute gameplay based VFX for consoles and PC in fast paced work environment.
- Projects use Unreal 3 and Unity 3D.

2009-2010 Netsuke Entertainment, Inc.

San Francisco, CA

Unreleased iOS Project

VFX Artist/Lighting Artist

- Created and implemented all VFX needed for the project.
- Created and implemented all lighting in the game.
- Worked with Engineer team to optimize for iPhone platform.
- Project built on Unity Game Engine.

2008-2009 America's Army 3.0

Emeryville, CA

America's Army 3.0 PC

Art Lead/VFX Artist

- Created and optimized VFX for environments and weapons.
- Managed team of 6 artists to meet deadlines and maintain consistent quality.
- Worked closely with engineering to optimize game and retain high quality visuals.
- Created environment assets from photo reference and concepts. Created models, UVs, texture maps, and shaders for in-game assets.
- Final lighting pass on multiplayer maps.
- Project built on Unreal Engine 3.0 .

2007-2008 Flagship Studios

San Francisco, CA

Hellgate London (expansion 1 & 2) PC

3D Artist

- Managed asset inflow from outsource team and ensured that art assets provided met high quality standards.
- Fixed textures and models from outsource team when required.
- Integrated optimized assets into the game.
- Updated and provided design documentation for outsourcing.
- Modeled and textured monster and weapon assets.
- Modeled and textured environment assets.

EDUCATION

2004-2007 Expression's College for Digital Arts

Emeryville, CA

Bachelor of Applied Science, Animation and Visual Effects

Valedictorian