Kevin H Gordon

Environment Art | Technical Art | XR Design

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Software

Autodesk Maya
Zbrush
Unreal Engine
Unity3D
Substance Painter
Adobe Products (Ps, Ai, Ae, Pr)

Skills

3D Modeling
Environment Design
Visual Blueprint Scripting
C# Programming
Lighting & Rendering
UV Layout & Texturing

Education

Savannah College of Art and Design
Master of Fine Arts, Interactive Media and Game Design

Mercy College
Bachelor of Fine Arts, Computer Arts and Design

Certifications

Unity Certified Associate Programmer
May 2023

Unity Certified Professional Programmer
Expected - August 2023

Experience

Rose Digital
Consultant - Technical Artist & 3D Designer
Jan 2020 – August 2022

• Create, design, and texture game-ready 3D assets from the ground up for implementation into XR platforms
• UV layout unwrapping and texturing of 3D assets
• Collaborate with a team of designers to launch XR experiences for various clientale

KéexFrame
Consultant - Unreal Engine Specialist
June 2019 – August 2019

• Provided guidance on specialized Unreal Engine tools and programming methodologies through remote video conferences
• Worked with client to develop algorithm for real-time eye tracking using the Visual Blueprint Scripting system in Unreal Engine
• Created Unreal Engine tutorials with solutions to various client problems

Samsung Think Tank Team x SCADpro
3D Production Render Lead
March 2019 – May 2019
• Created design documentation and coordinated between different department to ensure timely deliverable of art content critical to Render Production.
• Prepared CAD model for game-ready implementation into Unreal Engine for rendering, including model retopology, rigging and animation
• Set up lighting to ensure that the lighting in Unreal Engine matched live footage for final compositing

Activities

• VR Floor Manager at Animation Night New York's Best of Fest Festival 2016-2019
• Serve as a Mentor to Hard of Hearing students in the Mount Vernon School District
• Instruct in game design and programming concepts using Unity3D