

Inna Leonov-Kenny

Animation / VFX / Instruction

<https://swimmingwithpigeons.com>

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SUMMARY	Instructor with extensive professional experience, specializing in 2D/3D animation, motion graphics and digital illustration
SOFTWARE KNOWLEDGE	Houdini, Blender, Maya, 3D Studio Max, Mudbox, ZBrush, Substance 3D, After Effects, Toon Boom, Character Animator, DUIS Angela, Photoshop, Illustrator
INSTRUCTIONAL PLATFORMS	Canvas, Blackboard, D2L
PROFESSIONAL SKILLS	Animation, Visual Storytelling, 3D Modelling, VFX, Motion Graphics, Graphic Design, Illustration, Lesson Planning, Remote Instruction
ADJUNCT TEACHING EXPERIENCE	<p>Adjunct Instructor, Drexel University, Philadelphia, PA (9/2024-12/2024) <i>Computer Graphics Imagery I</i></p> <ul style="list-style-type: none">• Introduction to Maya interface, polygonal modeling, UV editing, Maya/Arnold lighting set-ups, Arnold materials, Arnold rendering, turntable animation <p>Adjunct Instructor, Kutztown University, Kutztown, PA (9/2024-12/2024) <i>Intro to 3D Modeling and Rendering</i></p> <ul style="list-style-type: none">• Introduction to Maya interface, polygonal modeling, UV editing, Maya/Arnold lighting set-ups, Arnold materials, Arnold rendering <p>Adjunct Assistant Professor II, University of the Arts, Philadelphia, PA (1/2023-6/2024) <i>3D Simulations and Effects</i></p> <ul style="list-style-type: none">• Introduction to Houdini interface, materials, particle effects, vellum, rigid body dynamics, hair, pyro, smoke and fluids <p><i>Critical Dialogues: Technology</i></p> <ul style="list-style-type: none">• Weekly discussions on the effects of technology on society and vice versa, with regular writing assignments and one mixed-media project.

**PROFESSIONAL
EXPERIENCE**

Freelance Animator/3D Generalist, (1/2023-present)

- Animated individual scenes for a fulldome children’s show (contracted by Fulldome Studio DN, Berlin, Germany)
- Designed and animated 2D/3D instructional videos for medical professionals (contracted by City Film and Media, Philadelphia, PA)
- Created a series of original 3D animations and motion graphics for a large-screen video production, celebrating the Franklin Award laureates and their achievements (contracted by Thorne Media, Langhorne PA)

International Jury Member, Fulldome Festival Brno, Czech Republic (6/2023)

- Participated in a jury panel tasked with selecting the Best Full-Length / Best Short-Length fulldome shows out of 40+ submissions.

3D Animator, Spitz, Inc. (now Cosm), Chadds Ford, PA (07/2002 – 08/2022)

- Worked with a small but versatile team of animators to produce award-winning planetarium shows. (Total of 11 titles created)
- Participated in every aspect of show creation, from initial story brainstorming to post-effects.
- Designed scene environments using panoramic photos, photogrammetry, and 3D models.
- Animated 3D characters in our children's titles, including lip-sync and dance choreography.
- Created VFX that involved cloth simulations, rigid body dynamics, pyro FX, particles and fluids.
- Designed posters, flyers, magazine ads, web graphics and other promotional materials.
- Collated and edited educational resources to accompany our planetarium shows.

EDUCATION

LINDENWOOD UNIVERSITY, M.A. Art and Design (May 2026)
DREXEL UNIVERSITY, B.S. Interactive Digital Media