# KENDAL BECKNER

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https://modelingcreations.com/

#### PROFESSIONAL SUMMARY

Organized and dependable 3D modeler, successful at managing multiple priorities with a positive attitude. Willingness to take on added responsibilities to meet team goals.

### **SKILLS**

- Autodesk Maya, Mudbox
- ZBrush
- · Adobe Creative Suite
- UV mapping
- · Deadline Management
- Multitasking
- Teamwork and Collaboration
- Attention to Detail
- Adaptability and Flexibility
- Problem-Solving

#### **EDUCATION**

Academy of Art University

San Francisco, CA • 12/2024

**Bachelor of Arts:** Animation And Special Effects

#### **WORK HISTORY**

#### Internship - Studio X

San Francisco, CA • 02/2024 - Current

- Troubleshoot technical issues related to 3D modeling software, maintaining smooth workflow within the team.
- Consistently met or exceeded performance expectations.
- Received positive feedback from clients on delivered work.
- Collaborated with team members to create high-quality assets for various projects.
- Followed design guidelines, asset naming conventions, and other technical constraints to produce results compliant with industry and platform standards.
- Established clear communication channels with clients, ensuring accurate understanding of requirements and timely delivery of work.
- Up-to-date with industry trends and software advancements, ensuring continued relevance of skills and techniques.

## Academy of Art University - Studio X, 3D Modeling Lead

San Francisco, CA • 09/2024 - 12/2024

- Actively participated in team meetings, providing valuable input and feedback to improve overall project outcomes.
- Followed design guidelines, asset naming conventions and other technical constraints to produce results compliant with industry and platform standards.
- Assisted fellow 3D modelers with their work by troubleshooting any model-related issues.
- Established clear communication channels with clients, ensuring accurate understanding of requirements and timely delivery of work.
- Troubleshot technical issues related to 3D modeling software, maintaining a smooth workflow within the team.