

**Donald Kentner**

[DonaldKentner.com](http://DonaldKentner.com)

### **Summary of Qualifications**

- Software: Maya, Blender, Unity, Photoshop, Substance Painter, Illustrator, Premiere Pro, PowerPoint, Excel, Word
- Skilled in 3D Modeling, Texturing, World-Building, Rigging, Animation, Programming, Game Development, Video Editing, Project Management
- Able to anticipate and solve problems
- Can coordinate multiple teams toward common goals
- Air Force Association's 2009 Outstanding Technical Instructor of the Year

### **Professional Experience**

Aug 2014 – Dec 2024 **Teacher - Game Design, Game Art & Programming, Animation, Graphic Design**, Round Rock High School, Round Rock, TX

- Instructed Graphic Design, Video Game Art and Design, Video Game Programming, and 2D and 3D Animation
- Engaged students in critical thinking skills through inquiry based activities that encouraged creative problem-solving
- Developed and implemented engaging lesson plans that catered to diverse learning styles and abilities
- Utilized various instructional strategies, such as cooperative learning, hands-on activities, and technology integration to enhance student engagement and comprehension
- Created a positive classroom environment by establishing clear expectations for behavior and fostering a community of learners
- Utilized various instructional strategies, such as cooperative learning, hands-on activities, and technology integration, to enhance student engagement and comprehension
- Built the Game Design program for Round Rock ISD from the ground up
- Instructed high school level students in Photoshop, Maya, Illustrator and Unity
- Developed lesson plans and activities for all levels of students, including those with developmental disabilities and other unique challenges

May 2013 – Oct 2013 **Environment Artist**, Sony Online Entertainment, Austin, TX

- Refined and upgraded textures for next generation gaming platform – ensured assets were compatible between Playstation 3 and 4 simultaneously

- Built and modified various props for DC Universe Online - kept old props feeling new and expanded prop library
- Removed various normal maps and embedded normal effects in diffuse maps - relieved texture draw issues for intense MMO scenes
- Re-Built multiple game assets deemed unacceptable for ESRB rating - assets became ready for placement in-game
- Collaborated with cross-functional teams including artists, programmers, and sound designers to create immersive gaming experiences
- Utilized industry-standard software tools (Unreal Engine) to build prototypes and test gameplay ideas
- Worked closely with the art team to integrate visual assets into the game while maintaining artistic vision

## 2013 - Current **Independent Contractor**

- Touched-up and enhanced 36 photographs for the Claremore High School Dance Team Calendar
- Designed logos and other graphic design projects for various small business
- Developed prototype design model for WhoDat Custom Doorbell Company – Model used during initial funding pitches for advance integrated smart home
- Art Institute of Austin Art Team Lead for Aliens: Shattered Hope demo – Game showcased at 2013 South by Southwest (SXSW) Interactive Art Festival

## May 2002 – Aug 2010 **USAF Officer, Operations Commander, Training Manager,** US Air Force

- Led three space launch programs totaling USD \$1.23 billion – all programs successfully launched during intended timeframe
- Provided leadership, instruction and supervision to 65 personnel as mission training manager – increased training tempo 100% from previous requirements
- Coordinated actions of six teams consisting of 400 military and civilian personnel during launch operations – multiple programs all met deadlines

## **EDUCATION**

**B.F.A.** Game Art and Design – Art Institute of Austin, TX, USA 2014

**M.A.** Aerospace Science – Embry-Riddle Aeronautical University, WY, USA 2007

**B.A.** History – California State University, Fresno, CA, USA 2002

**U.S. Air Force** Specialized Training: Leadership, Diversity, Communication