

KEVIN MASSEY | 530-249-5309 | LeafFallDesigner@hotmail.com

HIGHLIGHTS OF PERSONAL QUALIFICATIONS

Team leader in several class and community projects
Enjoy team environments
Ability to work within time constraints, follow directions, and receive criticism
Quick and enthusiastic learner
Strong organizational and problem-solving skills

EMPLOYMENT HISTORY

Lead Artist, October 2016 to April 2018

Spidermind Games Ltd

I established a style and created digital art for the officially licensed Elite: Dangerous RPG and it's following expansions. The core game was shipped January of 2018.

Freelance Artist, May 2012 to present

Leaf Fall Interactive

I contract with several game studios and digital artists to create 2D and 3D assets on a weekly basis. I also concept ideas for several studios and help establish art visuals.

Advisory Committee Member, July 2012 to present

Lassen Community College

My job is to advise the art program with workflows, structure, and software decisions as Lassen Community College designs a new digital graphics and design program. This helps tie into my Art Concepts Workshop as I continue to enter various art and technology related classes as a guest speaker. I am presented with continuous opportunities to help current students with art decisions while shaping a program for future students.

Presenter/Workshop Instructor, September 2007 to present

Art Concepts Workshop

I enter various classes as often as possible to present my experiences as a student of art and introduce techniques (both 2D and 3D) to aid students on their technology study. I have done several presentations in the high school level business classes, technology clubs, and art labs. I also create workshops for college level students on and off local campuses.

EDUCATIONAL HISTORY

Game Art Program, January 2010 to March 2012

Full Sail University, Bachelor of Science Degree in Game Art

Overall attendance 99.16%, GPS Score 100%

ACADEMIC PROJECTS

Game Project, October 2011 to March 2012

Pirates vs. Pirates

Short Fuse Studios

Collaborated with artists and developers to create a student game through Full Sail University.

Project Leader, December 2003 to May 2007

Lassen Environmental Applied Partnership Program

Lassen High School building addition using Auto CAD; Lassen County History Museum renovations using Sketch Up; Susanville Fire Department project creating models of businesses using Sketch Up and Esri; Chemistry Safety Video using Adobe Flash.

Project Presenter, March 2006 and March 2007

Environmental And Spatial Technology (EAST) Conference

EAST Initiative, Inc.

Chosen to represent Lassen County to present student community projects done through the Lassen Environmental Applied Partnership Program.

SOFTWARE PROFICIENCY

Autodesk Maya

Zbrush 4

Adobe Photoshop CS5

Unreal Development Kit

3D Coat

SketchUp

ARTISTIC PROFICIENCY

High and Low poly modeling

UV Layout

Basic rigging and Animation

Lighting

Photo source/Hand painted texturing

Aesthetic Placement/Design

AWARDS AND MERITS

Best of Show Award, July 2012

Lassen County Fair

Award for presenting the best entry for arts and crafts.

Course Directors Award, March 2012

Course Director recognition in Methods of Design.

WOW Award, April 2007

Monetary Scholarship award for the best prepared and presented project

Project: Creating a feature-length screenplay. Project included a compilation of portfolio, an essay relating to the screenplay, and a presentation of experience and findings to a panel of 5 judges.

Professionalism Award, March 2007

Environmental And Spatial Technology (EAST) Conference

EAST Initiative, Inc.

Recognition among project presenters for outstanding knowledge and presentation of group projects while demonstrating the highest level of professionalism.