

KEITH STEVENS

631.252.6413 // KEITH@ARTOFKEITH.COM

PROFESSIONAL PROFILE:

PROFESSIONAL SUMMARY: CG Artist that specializes in modeling, texturing, lighting, and rigging.

ONLINE PORTFOLIO/REEL: www.artofkeith.com

SOFTWARE SKILLS: Maya • 3D Studio Max • ZBrush • Photoshop • BodyPaint 3D
VRay • After Effects • Boujou • Syntheyes • Houdini

WORK EXPERIENCE:

Mar. 2003 – Present
New York and California

Freelance CG Artist

Various clients and companies

- Modeling, texturing, animating, lighting, rendering of various 3D assets ranging from stylized to photorealistic products and environments.

Sept. 2010 – April 2011
Los Angeles, CA

CG Artist

CBS Paramount – Stage 29

- Create CG medical animations and other various graphics for **Emmy Award** winning television show, *The Doctors*.

Oct. 2009 – Sept. 2010
Dallas, TX

CG Artist

Radium

- Modeled, UV-ed, textured, rigged and skinned various CG assets for commercial production.
- Rigged and skinned flying creature for internal short film, *Iron Shield*.
- Modeled and UV-ed CG assets for **Bronze Telly Award Winning Pods** commercial spot, *“Whatever Fits.”*

Jun. 2009 – Aug. 2009
Hollywood, CA

CG Artist

Encore Hollywood

- Modeled and UV-ed characters and primary weapons for **Fox Television’s House** episode, *“Epic Fail.”*
- Assisted with developing and implementing strategies to optimize render time.

Feb. 2009 – Apr. 2009
Venice, CA

CG Artist

Giantsteps Studio

- Modeled and UV-ed UFO spaceship for **Foster Farms** commercial spot.
- Modeled, UV-ed, textured and lit photorealistic juice box for **Vinamilk** commercial spot.

EDUCATION:

Mar. 2007 – Jan. 2009
Los Angeles, CA

Gnomon School of Visual Effects

High-End CG Certificate

- Modeled and textured various assets for the VES Awards show opening for the Top 50 VFX Movies of All Time as well as the Steven Spielberg Tribute.
- Modeled and textured various assets for video game simulation graphics in the episode, “Virtual Chaos” for the Dr. Phil Show.

Sept. 1999 – Dec. 2002
Fort Lauderdale, FL

Art Institute of Fort Lauderdale

Bachelors of Science, Media Arts and Animation