



KENDALL MURPHY

SENIOR 3D ARTIST | UNITED STATES | 9707992517

◦ DETAILS ◦

United States
9707992517

kendallwmurphy@gmail.com

◦ PORTFOLIO ◦

www.3dmurphy.com

◦ SOFTWARE PROFICIENCIES ◦

Autodesk Maya

Zbrush

Substance Painter

Substance Designer

Marvelous Designer

Adobe Photoshop

Adobe After Effects

Unity

Unreal

◦ SECURITY CLEARANCE ◦

Active Secret



EMPLOYMENT HISTORY

Senior 3D Artist/ Art Lead at Integration Innovation Inc

January 2022 — Present

- Oversee and mentor Junior and Mid-level artists to ensure execution of the 3D pipeline.
- Collaborate with customer, management team, and software development team to analyze user needs and develop customer requirements.
- Create 3D assets for the military which involves thorough analysis and evaluation of Government Furnished Information (GFI) and the customer's refined requirements.

3D Artist at Integration Innovation Inc

November 2020 — January 2022

- Model game ready assets utilizing a high to low pipeline, optimized texture sheets and in-engine implementation. Created within vert-count, texture resolution and PBR workflow budgets and standards.
- Work under Art Director and Lead to create assets, receive feedback and iterate tasks.
- Develop assets to support engaging and effective virtual training simulations and games for distribution across the Department of Defense (DoD).

3D Artist at Freelance

September 2015 — November 2020

- Designed and developed 3D assets with effective topology for in-game use to meet software requirements for Good Mood Creators, Inc.
- Developed, analyzed, and tested advanced software and assets supporting the engineering department from conceptual drawings and sketches to meet operational specifications for General Simulation, LLC.
- Modeled and textured game ready assets from start to finish using high to low baking, with optimized geometry and texture sheets.

3D Prop Artist at Swihart Studios

March 2018 — November 2018

- Created low polygon assets including props, static objects, vehicles, buildings and terrain.
- Produced well-organized texture sheets using Substance Painter, Photoshop and Autodesk Maya.
- Engineered soft body rigs for character animations and efficiently skinned characters with proper weight painting techniques.



EDUCATION

Bachelor of Arts in Media Arts and Animation , The Art Institute of Colorado

March 2011 — September 2015

Dean's List Honoree 2013- 2015 Awards: Portfolio Par Excellence Award

Continuing Education, Gnomon School of Visual Effects

May 2017 — December 2018