

My goal is to be a part of a highly creative workspace which enriches the narrative structure in animations and visualizations. Looking for an organized, highly-communicative, stress-free environment with a reputation for producing quality, driven work. I am able to develop, create and design 3D models.









James R. Kay

2D and 3D Animator | Multimedia Designer | Video Editor

Education

December 2021 Graduate

Washington State University Vancouver

Bachelor of Arts

Major Digital technology and Culture

Minor in Fine Arts

Certification in Game Studies and Design

Professional Experience

AMNESIA: Restored an Original Adventure Game by Thomas M. Disch

August 2021 - December 2021

3D Animator and modeler

Reconstruction of the 1986 Thomas M. Disch's Amnesia by Electronic Arts into an updated playable version for the public to play.

- Led team of animators through project management of models and other assets
- Created and designed 3D/2D assets for website and game
- Presented to client's
- Coordinated with multiple other teams through collaborated work
- Evaluated final assets for approval

URL: amnesia-restored.com

Lending Luck

March 2021 - May 2021

3D Animator and modeler

A short animation in which displayed the relationship between two characters which drew inspiration from the Picasso Art Piece the "cat and bird" for narrative.

- Managed team and organized project
- Assembled animation and modeled in accordance to teammates
- Edited video final animation according to storyboards
- Utilized Auto's Desk to model assets for animation as a team
- Produced video in Adobe After Effects to finalize animation
- Published in Adobe After Effects

URL: https://vimeo.com/543917924

Snowman Envy

January 2021 - March 2021

3D Animator and Modeler

A short animation of three balls in which display character and a story between those objects to establish a relationship between characters and the audience.

- Designed concept of the story and stylization of our animation
- Delivered assets and modeled environment and characters for animation
- Animated 3D Objects in accordance to a developed storyboard
- Completed in Auto Desk for modeling and animating
- Published in Adobe After Effects

URL: https://vimeo.com/522187841

Software

- Maya
- Blender
- Adobe Suite
- Microsoft Office
- Unity
- Unreal Game Engine 4

Expertise

- Creativity
- Leadership
- Organization
- Problem solving
 - Teamwork
- Communication
- Collaboration

Project Management

- Basecamp
- Github
- Twine Zoom
- Discord