

# KENNETH KOZAN

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[GAME ARTIST]



## PROFESSIONAL EXPERIENCE

October 2012 - Present RETRO STUDIOS, Austin, TX  
**Donkey Kong Country - Tropical Freeze**  
Environment Artist

March to August 2012 DISNEY JUNCTION POINT STUDIOS, Austin, TX  
**Epic Mickey 2**  
Associate Environment Artist

Up-rezzed and detailed low resolution assets from the Wii version of the game to Generation 3 consoles quality standards.  
Carried out fixes for bugs from a central database into various levels.  
Modified existing textures and material shaders following requests made by the art director.  
Created various blend materials and surface effect shaders for the Gamebryo engine.

## EDUCATION

2012 Full Sail University, Winter Park, FL  
Bachelor of Science Degree in Game Art - Valedictorian  
Cumulative GPA 3.67, Overall attendance 99.4%, GPS Score 111

2008/2009 University of Cincinnati, Cincinnati, OH  
School of Art, College of DAAP - Completed 48 credit-hours towards a Bachelor in Fine Arts  
Dean's List for the Autumn, Winter and Spring Quarters of 2008/2009

## SOFTWARE PROFICIENCY

Extremely proficient with Autodesk **Maya**.  
Expert knowledge of Adobe Creative Suite's **Photoshop** CS5.  
Experience with **Unreal Development Kit**.  
Experience in sculpting and texturing in **Zbrush 4**.  
Experience in texturing with **3D Coat**.  
Experience with modeling in **SketchUp**.  
Experience with **Crazybump** and **XNormal**.  
Experience using **Gamebryo Engine** and setting up NiMultiShader materials.  
Experience using **Hansoft** for following project tasks and browsing through the bug database.  
Experience using **Perforce** for revision control.

## ARTISTIC PROFICIENCY

High and Low poly modeling with focus on props and environment.  
Extensive experience with **UV Layout**, 2D texture painting and texture projections.  
Basic rigging and Animation of characters and props.  
Experience with scene lighting.  
Skilled with **photo sourced texturing**.  
Experience with **hand painted texturing**.  
Skilled in both modeling and sculpting of organic and hard surface assets.

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## **PERSONAL QUALIFICATIONS**

Strong critical thinking, organizational and problem solving skills.  
Strong Project Leadership skills, managed teams of 7+ artists and developers.  
Ability to work under pressure and take directions and criticism from peers and directors.  
Able to meet deadlines, assuring completion of work within specified timeline.  
Strong communication skills, both written and verbal.  
Quick and enthusiastic learner.  
Enjoy working in a team environment, with strong collaborative work ethic.  
Extensive understanding of the game creation process and game design fundamentals.  
Passion for doing excellent quality work.

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## **INDUSTRY RELATED EXPERIENCE**

Creative Lead, Final Game Project. Title: Pirates vs. Pirates. Full Sail University.  
Coordinated a group of 7 artists.

Responsible for scheduling time and determining tasks for each artist.  
Worked closely with industry professionals with 15+ years of experience throughout the project.  
Provided the concept for the game and heavily involved with the game design.

Developed overall vision for the game art, providing the artists with a mood-board, and other references.  
Critiqued each and every individual art asset in order to maintain a cohesive vision.  
Worked hand-in hand with programmers to implement assets and help maintain continuity and quality.  
Key member in ensuring team enthusiasm and drive, moving everyone towards the same goal.

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## **AWARDS AND MERITS**

- 2012 Full Sail University Advanced Achiever Award, Game Art Class of March 2012.
- 2011 December 2011 Full Sail Course Director Award for Game Art: Game Production I.  
October 2011 Full Sail Course Director Award for Game Art: Game Pre-production.  
Art Lead, Final Game Project, Full Sail University.  
April 2011 Full Sail Course Director Award for Game Art: Level Design  
April 2011 Full Sail Course Director Award for Game Art: Texture Painting and Sculpting  
February 2011 Full Sail Course Director Award for Game Art: Character Animation.
- 2010 August 2010 Full Sail Course Director Award for Game Art: Methods of Design.  
Recipient of the Cordy Rierison Scholarship at Full Sail University.
- 2009 DAAP Freshman Selected Works Exhibit, University of Cincinnati, School of Fine Arts. Artwork selected to participate in the annual Freshman exhibit. Media: Drawing.
- 2008 The Scholastics Arts and Writing Awards National Portfolio Silver Award  
Awarded National recognition in The Scholastic Art and Writing Awards in the category Art Portfolio.

## **SKILLS AND INTERESTS**

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Proficient in Portuguese. Reads and Writes.

Proficient in Spanish. Reads and Writes.

Skilled in the use of metals for jewelry making; knowledge of multiple methods of soldering, piercing, casting, crushed stone inlay, stone setting, enameling, and chain making.

Avid gamer. Started playing games in the MS-DOS era.

World of Warcraft player since 2006, Class Officer for two years.

**References can be made available upon request.**