
KEVIN GREER

3D ANIMATOR

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OBJECTIVE

I would like to bring characters to life by working with a great team that would allow me enhance my skillsets. I want to be a part of creating works that other people see and enjoy. I would like people to be excited that I am helping bring their favorite characters to life and that I am doing a good job.

EDUCATION

Bachelor of Science, Digital Media/3D Animation May 2012
East Tennessee State University, Johnson City, TN

SKILL SET

Key Frame Animation- Accurately create believable motion using key frames in Autodesk Maya.

Effects Animation- Creating accurate and believable effects using Dynamics, Particle Systems and Fluids.

Rendering and Lighting- Modeling, UV mapping/texturing, lighting, and rendering a scene. Using MatchMove to incorporate 3D elements within live action footage.

Motion Capture- Acquiring motion capture data using Autodesk MotionBuilder and be able to work with and correct the captured data points.

Black Belt in Google Fu- The skills required to quickly find almost anything on the web, without the need for assistance.

SOFTWARE

- Autodesk Maya
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premiere Pro
- Autodesk MotionBuilder

EXPERIENCE

Shift Manager (PT-20/hrs per week)

April 2007-Present

Camp Ruff-N-More, Johnson City/ Kingsport, TN

- Customer service; responsible for dealing with all customer needs, financial transactions and answering phones.
- Print and digital design for the company website, brochures and business cards.
- Lead a team of 2-5 co-workers on a daily basis.
- Assist with the building maintenance.
- Handle various sizes and breeds of dogs, basic training and socialization.
- Utilize Microsoft Office, Mozilla Thunderbird, and various company programs; along with Adobe Photoshop and Adobe Illustrator to create digital works.

Demo reel available at www.kevingreer.com