



KEVIN RIDGWAY

ANIMATOR . MODELER

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Profile

Graduating from SCAD, I am a 3D generalist that specializes in Animation and strives to become as well rounded as possible. Because of my technical and traditional art skills, along with my ability to adapt to any pipeline, I have been a benefit to multiple teams working with many different pipelines. Whether it be short films, video games, or commercials, I hold myself to a high standard of quality and am confident in my ability to properly complete any project I get.

Education

2014 AnimSchool Winter Quarter
Body Acting Course

2008 - 2012 BFA in Animation
Savannah College of Art and Design
Atlanta, GA

Proficient with:

3ds Max
After Effects
Blender
Character Animation
Motion Capture clean up
Modeling
Texturing
Illustrator
Maya
Photoshop
Premiere Pro
MotionBuilder

Familiar with:

Flash
Mudbox
Zbrush
V-Ray

Work Experiences

2015

Bardel Entertainment: March - Current
I am animating for the Puss In Boots TV show on Netflix.

Brazen Animation: January - March
Animation Apprentice
I worked a game trailer for UCool and modeled assets for a short.

2014

EA Tiburon: May - September
Contractor Animator
I worked on Motion Capture cleanup for NBA Live 15

2013

Primal Screen: January 13' - May 14'
Freelance Animator
Did character animation, modeling and texturing for some projects.

2012

Games That Work: May 12' - July 13'
Lead Animator
Animated everything. Small amount of mo-cap clean up, on educational game.

2011

CCP Games: June - October
Animation Intern
Mo-cap, and key frame animation in Motionbuilder for World of Darkness.

Honors and Awards

2008 - 2012 Dean's List, 8/12 Quarters

SCAD Entelechy 2012:
Best Characters and Props

E3 2014 College Game Competition
Winners: Prisma