

# Ken Calvert

## 3D Artist

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(408) 457- 4659

### Qualifications

- Able to sculpt in a wide range of styles, from realistic to stylized
- Expertise in high-poly and low-poly modeling, texturing, UV layout
- Keen eye for light, shade, color, and detail in composition and rendering
- Traditional art background and animation experience
- Can quickly learn any new software & proficient in the following software:  
**ZBrush, Maya, Modo, KeyShot, TopoGun, Photoshop**

### Education

**BFA Animation/Illustration**, San Jose State University *2005-2010*  
Associates Degree in Art, Modesto Junior College *2002-2005*

### Experience

**Freelance Artist** *May 2014 - Present*

- **Aspen Modeling Company** - Various model train scale sculpts
- **Top Row Artist** on ZBrush Central for "Frazetta Sculptures"
- Owner of Etsy & Shapeways shops offering 3D printed artwork

**Anatomage** (3.5 yr) *Dec. 2010 - May 2014*

**Design Lead** (17 mo) *Jan. 2013 - May 2014*

"Anatomage Table" - Virtual Cadaver w/ touchscreen interface

"Visage" - Orthodontic Simulations w/ touchscreen interface

- Responsible for all models and textures (approx. 900)
- Supervised one employee
- UI design

**Modeling and Texture Lead** (23 mo) *Feb. 2011- Jan. 2013*

"Anatomage Table" and "Visage"

- Modeled and/or textured medically accurate human anatomy
- UI and hardware design

**Modeling and Texture Artist** (2 mo) *Dec. 2010 - Feb. 2011*

"Visage"

- Modeled and textured dental anatomy and female head model
- Animated orthodontic and surgical simulations
- Designed product logo

**JudoBaby Inc.** (8 mo) *Jan. - Aug. 2010*

**Intern**

"Jerry Rice & Nitus' Dog Football" (Released Aug. 2011 for Wii)

- Modeled characters, painted textures, UV layout, vertex weighting

References available upon request