

Ken Landrum

Digital Artist

www.kenlandrum.com

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CURRENT
10. 2008

The Boeing Company/ SSE Inc. *st. louis, missouri usa*

Courseware Research & Design/3d Modeler

- Research, develop and incorporate new methods of interactive training for various platforms including ios and android.
- Model and animate highly detailed aircraft parts and assemblies for eLearning interactive training.
- Possess DoD secret clearance.

01. 2008
07. 2008

ReelFX *dallas, texas usa*

3d Lighting Artist/Composer

- Digitally lit characters (mainly furred), props and environments.
- Color corrected and composited multiple lighting passes.
- Initiated the development of time saving tools and processes.

04. 2004
12. 2005

C.O.R.E. Feature Animation *toronto, ontario canada*

Senior Lead Composer

- Managed inventory for Compositing Team.
- Critiqued shots in preparation for directoral review.
- Organized thousands of character, background and FX elements.

09. 1996
03. 2004

Walt Disney Feature Animation *lake buena vista, florida usa*

Senior Color Stylist/Department Supervisor

- Set color model standards for character, prop and FX elements.
- Meticulously organized digital palettes for downstream departments.
- Reviewed all scenes for Director approvals.

Walt Disney Training Workshops

*Acting for animation
Modeling & rigging for Maya
Maquette sculpture*

C.O.R.E. Workshops

*Houdini lighting & Renderman
Color Theory*

Autodesk 3ds Max



Adobe Photoshop



Autodesk Maya



Nuke



Adobe Flash



Adobe Dreamweaver



Unity 3d



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