

# CAMILLE KANENGISER

With formal training in traditional art & animation, and a professional history of developing for cutting-edge hardware, I've found my passion in innovating at the intersection of art and technology. Throughout 10+ years working with clients and teams on creative projects, I've proven to be self-driven, effective, communicative, and ready to tackle unique challenges.

## EXPERIENCE

### ART DIRECTOR *ElemenTerra*

*Developer: Freeform Labs | Publisher: Starbreeze Studios*

- Developed original concept with cofounder
- Directed and participated in full interactive art pipeline
- Managed remote and in-house art teams
- Collaborated on interaction, level, and experience design
- Collaborated on time-saving custom FBX anim exporter

### TECH ARTIST *Knockout League*

*Port: Freeform Labs | Developer: Grab Games*

- Optimized characters, props, scenes, lighting, effects, materials
- Retained original look and feel of PCVR game
- Created documentation for client's team
- Bridged art/tech teams

### PRINCIPAL ARTIST *Freeform Labs*

- Company cofounder (2016)
- Business development, client communication, pitch materials
- 2D/3D asset creation/implementation, art team management
- Solo prototyping, lookdev projects
- 10 successful VR/web/game/software client projects

## SOFTWARE

Maya	Substance Suite
Unreal	LiquidPlanner
Unity	JIRA
Intel GPA	Trello
Slack	Asana
Photoshop	Plastic
Illustrator	SVN
Spark	GSuite/Office
Adobe Suite	Squarespace
Rebelle	Mailchimp

## TRAINING

### DIGITAL ART & ANIMATION, BA

University of  
Southern California

### CSSSA: ANIMATION

California Institute  
of the Arts

# REALTIME ARTIST

## SKILLS

### ENGINE ART

Optimization  
Asset Implementation  
Prototypes  
Materials  
Animation  
Blueprints  
State Machines  
Particles  
Sequences  
Level Layout (VR)  
Testing & Reports

### 3D ART

Stylized Models  
Organic Models  
Hardsurface Models  
Textures (PBR)  
Animation  
Rigs

### 2D ART

Animation  
Illustration  
Concept Art

### DESIGN

Design Documentation  
Aesthetic Development  
UI/UX Design (esp VR)

### MANAGEMENT

Art Direction  
Artist Hiring & Management  
Documentation  
Art/Tech Coordination  
Workflow Development

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