WWW.KJENSEN3D.COM • VANCOUVER BC CANADA
604-788-1581 • PUSHINGLIGHT@SHAW.CA

KEITH JENSEN

SYNOPSIS

Traditional artist background. Digital artist and designer for 18 years with a variety of production experience in Games, TV, Film and Visualizations. Specialist in design and modeling of large environments for exploration and experiences. Vision and design driven plus artistic minded with superior creativity and visualization skills.

SUMMARY OF QUALIFICATIONS

Proven track record of strong work ethic. Design and art is technically sound, creates remarkable compositions with attention to detail and good sense of the overall project. Has a reputation to see concepts visualized and iterated upon at an unparalleled velocity.

SKILLS

Design and modeling development with 3dsMax, Maya, Photoshop, Fusion, Premiere, Illustrator, (currently learning Unity, Unreal and Oculus)

EMPLOYMENT

2011-Present CAPCOM GAMES VANCOUVER, Burnaby, BC
Senior Environment Artist – Level Architect
Unannounced Title - Global world design and level artist
Dead Rising 3 - Global world design and level artist for battles, missions, cinematics, and general gameplay

2008-2011 UNITED FRONT GAMES, Vancouver, BC
Lead Environment Artist
Sleeping Dogs - Hong Kong Central District

2006-2008 ELECTRONIC ARTS, Vancouver, BC
Senior Environment Artist
NFS Undercover – Global Terrain Generation, NFS Pro Street – Lead on Ebisu and Nevada Tracks plus Terrain Generation
NFS Carbon –Scene Assembly Canyon Tracks

2004-2006 3PLAINS CORPORATION, Vancouver, BC
Supervising Artist
Production of 3D animation and modeling for training simulations and technical visualizations
 Supervision and training of small production teams

2002-2004 NGRAIN CORPORATION, Vancouver, BC
Supervising Artist
Production of 3D animation and modeling for training simulations and technical visualizations
Supervision and training of small production team

2000-2002 DVE Digital Video Electronics, Vancouver, BC
CG Animation Instructor
Instruction of 3D Studio Max and Character Studio

2000-2002 VANARTS Vancouver Institute of Media Arts, Vancouver,BC
CG Animation Instructor (Concurrent to DVE)
Instructor of 3D Studio Max, Character Studio and Photoshop

1998-2000 BLUR STUDIOS INC., Venice, USA
3D Animator
Created 3D animation and effects for video game cinematics, ride films, television broadcasts and feature films

EDUCATION

1996-1998 Center for Digital Imaging and Sound
(Arts Institute of Vancouver) Burnaby, BC

REFERENCES

References available upon request