



# KENDALL STUMP

513 Conservancy Way, Apt 306  
Chesapeake, VA 23323  
(574) 343-4416  
Kendall@Kendall3D.com  
www.KENDALL3D.com

## OBJECTIVE

To become a Creative Leader in a dynamic company where I am able to explore my knowledge, grow skill sets, mentor others, and advance the success of the company.

## PROFESSIONAL SKILLS

MAYA .....	○○○○○	INDESIGN.....	○○○○○
ANIMATION .....	○○○○○	REALISTIC RENDERING.....	○○○○○
PREMIERE .....	○○○○○	COMPOSITING.....	○○○○○
AFTER EFFECTS .....	○○○○○	FINE ART .....	○○○○○
PHOTOSHOP.....	○○○○○	AUDITION .....	○○○○○

## PROFESSIONAL EXPERIENCE

**SUMITOMO DRIVE TECHNOLOGIES** (MAY 2014 - PRESENT)  
**3D ANIMATOR/DIGITAL ARTIST**  
Chesapeake, VA  
Incorporated photo-realistic rendering and animation using CAD information for web, print and video; storyboarding, animating, compositing, and photography.

**LOCKHEED MARTIN** (OCT 2012 - MAY 2014)  
**MULTIMEDIA DESIGN ENGINEER**  
Albuquerque, NM  
Utilized photo-realistic 3D modeling and animation, storyboarding, compositing, videography and photography into interactive training for the U.S. Air Force.

**FREELANCE** (MAY 2008- OCT 2012)  
**3D, CONCEPT, GRAPHIC, WEB, AND STORYBOARD ARTIST**  
Goshen, IN  
Various projects including Concept design, Web design, 3D modeling, Book Layout, and Storyboarding.

**REBEL MONKEY** (AUG 2007 - MAY 2008)  
**ARTIST**  
New York, NY  
Developed concept art, graphic design, environmental textures for several undisclosed games, and National Geographic's Habitat Rescue.

**EDITORIAL D** (JAN 2007 - AUG 2007)  
**ART DIRECTOR**  
Garden City, GA  
Developed UI, graphic design, concept art, 3D modeling and texturing.

**BRAINIAC STUDIOS** (FEB 2006 - JAN 2007)  
**ART DIRECTOR**  
Ridgeland, SC  
Duties included managing several artists to accomplish goals on-time and on budget. Developed graphical UI, graphic design, 3D modeling, and concept art.

**SIMUTRONICS** (AUG 2005 - FEB 2006)  
**ENVIRONMENT ARTIST**  
St. Charles, MO  
Supported game development teams by modeling and texturing assets for Heroes Journey game engine, and by developing concept art.

**DISTRIBUTED SIMULATION TECHNOLOGIES, INC.** (MAR 2004 - AUG 2005)  
**TEXTURE ARTIST**  
Winter Park, FL  
Created realistic textures for flight simulation and virtual training software.

**WALT DISNEY** (SEP 1999 - Nov 2002)  
**MERCHANDISE ARTIST**  
Lake Buena Vista, FL  
Assisted in the development one-of-a-kind limited edition character watches at Disney MGM Studios, assisted in character blue-lines, color correction and photo editing.

## EDUCATION

**WESTWOOD COLLEGE - DENVER, CO** **2011 - 2013**  
Bachelor of Science in Animation GPA 3.95

**FULL SAIL UNIVERSITY - WINTER PARK, FL** **2001 - 2003**  
Associate of Science in Computer Animation GPA 3.75