



KENDALL STUMP

DESIGN LEADER

• DETAILS •

United States
kendallstump@icloud.com

• LINKS •

www.Kendall3d.com
www.linkedin.com/in/kendallstump

• SOFT SKILLS •

Leadership
Emotional Intelligence
Communication
Cross-functional Collaboration

Project Management
Budget Management
Problem-solving

• TECH SKILLS •

Adobe InDesign
Adobe Illustrator
Adobe Photoshop
Adobe After Effects
Adobe Preimere
AI-Assisted Generation
Autodesk Maya
Keyshot
Print on Demand systems

• DESIGN SKILLS •

3D Modeling
Level Design
Environmental Art
Visual Design
Conceptual Design
Storyboarding
Art Direction
Digital Transformation
Video Production

• SUMMARY

Creative Leader with 10+ years of leadership and 20 years in 3D and design. Proven in driving cost-saving initiatives, elevating brand presence, and leading digital transformations. Expert in delivering innovative solutions, managing creative projects end-to-end, and aligning them with business goals. Seeking to advance a forward-thinking organization's creative direction through brand management, video production, and digital media expertise. Proficient in layout, lighting, and visual clarity in 3D environments. Comfortable collaborating across disciplines – design, art, and tech.

EMPLOYMENT HISTORY

Creative Media Supervisor (Art Director) at Sumitomo Drive Technologies, Chesapeake

May 2014 - Present

- Spearheaded the streamlining of the department into Creative and Digital divisions, enhancing team focus and productivity.
- Achieved a 50% reduction in print costs by implementing interactive digital literature solutions and Print on Demand systems to reduce waste.
- Applied AI-assisted generation and synthesis to accelerate concept development, reduce iteration cycles, and support executive decision-making.
- Expanded remote work options, increasing the nationwide talent pool.
- Introduced live broadcasts for executives, improving company-wide engagement.
- Led video, branding, and 3D design projects, ensuring brand consistency and sales alignment.
- Strengthened the company's visual identity through brand oversight across all platforms.
- Designed marketing tools with sales teams, driving customer engagement and revenue.
- Managed budgets for high-visibility campaigns, optimizing work and results.

Multimedia Engineer (Lead 3D Artist) at Lockheed Martin, Albuquerque

May 2012 - April 2014

- Led 3D Artist role for educational projects for the USAF, delivering high-quality visualizations for interactive media.
- Created 3D visuals & videos for interactive media to improve communication of technical concepts.

EDUCATION

Bachelor of Science, Westwood College, Denver

Associate of Science in Computer Animation, Full Sail University, Winter Park

Dale Carnegie Leadership Development Program

Leadership training with a focus on Emotional Intelligence and team management