

KENDALL STUMP

Creative Media Supervisor/Art Director
Kendall3D.com
KendallStump@icloud.com

OBJECTIVE

Innovative and efficient Art Director with 10+ years leadership experience and 20+ years 3D experience seeks a remote position to lead a dynamic team of free thinkers within a company where I can explore my knowledge and challenge myself, grow skill sets, mentor my team, and advance the success of the organization by implimenting creative and critical thinking.

PROFESSIONAL EXPERIENCE

SUMITOMO DRIVE TECHNOLOGIES (MAY 2014 - PRESENT)

CREATIVE MEDIA SUPERVISOR

Chesapeake, VA

Led a team through video development, branding, advertising, and strategic marketing. Plan annual budgets, manage projects, and communicate with Sales team to develop new marketing tools. Reduced literature printing budget 50% by replacing with interactive documentation.

LOCKHEED MARTIN (OCT 2012 - MAY 2014)

MULTIMEDIA DESIGN ENGINEER - LEAD 3D ARTIST

Albuquerque, NM

Mentored a team of 3D artists to improve quality. Developed photo-realistic 3D models, animations, storyboarding, editing, and photography to develop assets for a multi-million dollar interactive training for the U.S. Air Force.

PROFESSIONAL SKILLS

ART DIRECTION	●●●●●
BUDGETING/COST CTRL.....	●●●●●
LEADERSHIP	●●●●●
PHOTOSHOP	●●●●●
RENDERING.....	●●●●●
VIDEO EDITING.....	●●●●○
CONCEPTUAL DESIGN.....	●●●●○
PRINT LAYOUT	●●●●○
MAYA.....	●●●●○
INDESIGN.....	●●●●○



FREELANCE (MAY 2006 - OCT 2012)

3D, CONCEPT, GRAPHIC, WEB, STORYBOARD ARTIST, AND ART DIRECTION

Goshen, IN

Managed various projects including Concept design, Web design, 3D modeling, Book Layout, Storyboarding, and Animations, Maintained budgets and oversaw aesthetic vision.

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

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