



Kevin Matthew Kaunuali'i Kiesel

3D Modeling 2D Art and Design

KevinKieselArt.com

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Skills

3D Modeling, Texturing, UV Unwrapping, 3D Lighting, Rendering, PBR Render Workflow

Digital Painting, Digital and Traditional Sketching

2D Design, Basic Animation

Software

Autodesk Maya, Foundry Modo, Substance Painter, Maya Mentalray, Chaos Vray

Adobe Photoshop, Illustrator, Aftereffects

Basic Unity, Pixologic Zbrush

Education

Bachelors of Fine Arts, Media Arts and Animation - Art Institute of Seattle, Jan 2013

Industry and collaboration Experience

2013-2014 3D Modeling and Art Assistance - Open Car (Contract), Seattle WA

Provided 3D modeling and assets for use in infotainment center mockup for pitch videos.

2016-2017 3D Modeling, Design, and Animation (Freelance) - GrnBuilt Industries WA

Provided 3D and 2D design and animation for investor product video.

General Work Experience

2007-Current Costco Seattle-Foods and Freezer Merchant/Forklift Operator/Cashier

Provided customer service, warehouse merchandising, forklift operation, and cashier services.