



Keegan Walden

3D MODELER | GAME DESIGNER | MOTION DESIGNER

Contact Information

keeganwalden.com
(360) 907-2668
keeganwalden3D@gmail.com

Personal Statement

3D Artist with three years' experience with industry standard software, including professional leadership experience assuring quality of assets produced. I have been playing games and creating art for as long as I can remember; to be able to do so as a career is a dream come true. I want to create games and art that I (and others!) *would want to play with*--this lifelong passion is what motivates me and gives my creations a flair of personality and spark that just cannot be manufactured.

Skills

3D modeling - Texturing - Writing -Rigging
- 3D Animation - Video Editing -Motion Graphics - Design - Sound Editing

Software

3D Maya - Blender - Substance Painter - Unity - Unreal Engine 4
2D After Effects - Illustrator - Photoshop - Premiere
Project Management Basecamp - Discord - Zoom - Slack

Qualities

Creative - Dedicated - Problem Solver - Friendly - Organized - Honest - Team Player - Flexible - Natural Leader - Quick Learner

Relevant Experience

3D Generalist

Cargoat, The Leftovers Crew

August 2021

- Created low poly 3D assets for use in Unity
- Modeled in Blender. textured in Photoshop
- Created over 25 unique 3D models adhering to visual style established by designers
- Keeping strict deadlines associated with Game Jam environment
- Collaborating remotely with colleagues via Slack
- *Cargoat* can be downloaded for free here: the-leftovers-crew.itch.io/cargoat

Research Assistant & Media Specialist

Electronic Literature Lab at Washington State University

May 2021 - July 2021

- Producing high quality images and gifs to exact specifications for use on the web
- Quality Assurance of visual assets (images, gifs, icons, etc.)
- Working collaboratively with colleagues in various teams
- Research on and experience with preservation of deprecated born-digital art
- Extensive work in Adobe Suite programs Photoshop/After Effects/Illustrator
- Our latest exhibit, *Afterflash*, can be viewed here: the-next.eliterature.org/exhibition/afterflash/index.html
- The ELL can be visited here: dtc-wsuv.org/wp/ell/

2D & 3D Visualizations Team Lead at The NEXT

Electronic Literature Organization & Washington State University

Vancouver

January 2021 - May 2021

- Leading a team of seven
- Quality Assurance of assets produced
- Supervising work in both 2D and 3D workflows
- Editing and bringing assets up to quality threshold established by client
- Modeling/texturing 3D objects in Maya/Substance Painter
- Video editing/gif creation in Adobe Premiere/After Effects
- The NEXT can be visited here: the-next.eliterature.org

Education

Washington State University Vancouver

Bachelor of Arts in Digital Technology and Culture

Minor in English

Certificate in Game Design

2018 - 2021

- Graduated *Summa Cum Laude*
- President's Honor Roll 2018 - 2021
- Writing Portfolio Completed with Distinction

University of Cincinnati Blue Ash

Associate of Arts 2014 - 2015