



Kurtis Kennington

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Education

California Institute of the Arts
Bachelor of Fine Arts in Graphic Design

2004 to 2008

Orange County High School of the Arts
Focus in Graphic Design

2001 to 2004

Experience

Consortium Studios
Producer, Designer, Animator, Renderer

Los Angeles, CA
03-2008 to Present

- Working with producers and production designers to create renderings
- Producing animation and graphics for Digital Pilots

twinART
Designer

Hollywood, CA
2006 and 2008

- Layout and Prep Presentations and booklets for Playhouse Disney Designs
- Collaborate on Playhouse Disney Design

Louise Sandhaus Design / WildLuV
Design Intern

Los Feliz, CA
05-2006 to 09-2006

- Exhibition Design for Orange County Voting
- Exhibition Design for Target

Tricoast Studios / Pledge This! LLC.
Script Supervisor Assistant / Props Graphic Design

Santa Monica, CA
06-2005 to 10-2005

- Designing Signs and Custom Props

Orange County High School of the Arts
Publication Editor, Photographer, Curator, Print Designer

Santa Ana, CA
09-2002 to 06-2004

- Managed multiple projects under strict deadlines
- Poster and mailer design for multiple functions and productions
- Work closely with printer and clients to achieve mutually agreed results

Freelance Designer

2003 to Present

- Business Cards, Posters, Book and Magazine Layout, Identity Design, Book Making, Web Design
- Clients: RedCarpetTalk.com, Peter Gerski Design, A Group, MECCAA, Sharron Disney Lund Dance School, Queer Arts Collective, Allen Rudolf

Qualifications

3D Modeling, Lighting, Texturing, and Rendering, Video Compositing, Motion Graphics Design, Identity Design both Corporate and On Air, Web Design, Layout Design, Typesetting, Binding Methods, Refined Customer Service Skills, Congenial Personality, Organized, Extremely detail oriented, Problem Solver, Solid math skills, Flash, CSS, PHP and HTML Development, Indexhibit Reformatting,

Software Knowledge

Cinema 4D Studio, VectorWorks, MoGraph, Xfrog, RealFlow, After Effects, Final Cut Studio, DVD Studio Pro, Motion, Shake, Nuke, Adobe Creative Suite, Photoshop, Illustrator, InDesign, Dreamweaver, Flash, Acrobat Pro, Aperture, Swift 3D, Mac and Windows Platforms, Office Suite, Mac 10.5 print drivers and pre-press operations.

