Kendall J. Corless

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www.KendallCorless.com

EDUCATION

Masters in Fine Arts - December 2015
University of Texas at Dallas, Richardson TX
Bachelors in Arts and Technology - December 2012
University of Texas at Dallas, Richardson TX
Associate of Arts - May 2009
Collin College, Plano TX

PROFILE

Flexible team player and a clear communicator, seeks feedback, initiates critique, and constantly seeks to create productive environments. Unafraid of tackling technical challenges that may stand in the way of producing the highest quality work. Ability to understand and adhere to specific project style and associated guidelines. Strong conceptual problem solving skills with the ability to push and solve problems to make deadlines.

SKILLS

- Project Management
- Creativity
- Photoshop
- After Effects

- Customer Relations
- Time Management
- Maya
- Zbrush

- Computer Programming
- Adaptability
- Office Suite
- Unreal Engine

PROFESSIONAL EXPERIENCE

Captured Dimensions, 3D Technical Artist Lead   July 2014 **–** Current

- Manage 3D artists team.
- Proficient with laser, structured light, camera based scanners
- Experienced in running a photogrammetry rig
- Research new methodologies and processes
- Knowledgeable in 3D printing and materials
- Product quality assurance in cleaning up scanned data which is sent to clients

Film works:

- Alita: Battle Angel (2018)
- A Wrinkle in Time (2018)
- Black Panther (2018)
- Rampage (2018)
- Justice League (2017)
- Cloverfield Movie (2017)
- Granite Mountain (2017)
- Wonderstruck (2017)

- The Solutrean (2017)
- Guardian of the Galaxy Vol 2 (2017)
- Logan (2017)
- Passengers (2016)
- Fantastic Beasts and Where to Find Them (2016)
- Fear the Walking Dead (2016)
- Midnight, Texas (2016)

Other works:
- The Metropolitan Museum of Art - The Theater of Disappearance Exhibition, The Roof Garden Commission: Adrian Villar Rojas
- U.S. Marine Corps Commercial: Battle Up: 30
- Gearbox Software, Penn & Teller VR Game

University of Texas at Dallas, Student   August 2010 - January 2015
Residents Night Desk Manager
- Responsible for managing residents at night.
- Maintained security of the property
- Assisted with any incidents involving the property and/or its residents

Push and Pull (Independent Game)
- Collaborated with a team of 30+ to create a functional and appealing game.
- Responsible for the games environment, assets and design.