

MEREDITH KINRYS

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SUMMARY OF QUALIFICATIONS

- Graduated from Seneca College Animation Program in the Game Design stream
- From High School through College, took seven years of traditional art training
- Trained in various methods of animation, such as hand-drawn, stop motion, motion capture clean-up, as well as 3D in various programs

WORK EXPERIENCE

- 3D Animator** Guru Studio 2014
- Animated full 3D characters for the exciting new UK show, “Dinopaws”
 - Stuck to a tight deadline, consistently meeting quota
- 3D Animator** Huminah Huminah Animation 2013
- Animated in 3D for the DVD feature of the popular Nelvana show “Mike the Knight: Journey to Dragon Mountain”
 - Constantly strove to improve both technical and artistic skills in animation
- 3D Animator** Pipeline Studios Inc. 2013
- Animated 3D characters for the Nelvana show, “Oh No! It's an Alien Invasion”
 - Developed close relationships with teams while creating a unified animation style
- Animator** Vast Studios Inc. 2012
- Animated 3D characters for cut-scenes using 3DStudio Max
 - Animated numerous objects for use in hidden object games using Flash
- Rigger/Animator** Crystal Core Ltd. 2010 - 2012
- Prepared models with a basic rig and skin to be ready for animating
 - Created animations that were integrated into the gameplay

- Artist/Animator** Neptune Interactive 2009 - 2010
- Designed and created monster characters, assets, and layouts for iPhone game
 - Organized and designed menus and UI; animated the monster creatures and assets
 - Designed website layout for the game's webpage, www.monsterdicetheatre.com

EDUCATION

- Video Gaming Program (Seneca College)** 2007 – 2008
- Studied Character and Environment Modeling, Animation, Motion Capture, Production, Lighting and Texturing, Game Tech, and Level Design
 - Took after-class studies in anatomy and structure in a life drawing program

- 2D Animation Program (Seneca College)** 2005 – 2007
- Studied Life Drawing, Character Design, Animation, Layout, Storyboarding, Experimental Animation, Acting, and History of Animation
 - Participated in after-class extra life drawing program

- Art Fundamental program (Seneca College)** 2004 – 2005
- Studied Life Drawing, Perspective, Illustration, Art History, Colour Theory, Photography, Stylistic Drawing, and Digital Imaging
 - Participated in after-class extra life drawing program

- After-school private program** 2001 – 2004
- Studied human structure and anatomy
 - Created oil paintings of face and body
 - Learned to paint landscapes with acrylic and oil paints

PROGRAM EXPERIENCE

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| <ul style="list-style-type: none"> ● Maya ● 3D Studio Max ● Unreal Game Engine (UDK) | <ul style="list-style-type: none"> ● Photoshop ● Adobe Flash ● After Effects |
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OTHER ARTS INTERESTS

- Baking, cooking, reading and writing fiction, knitting, and painting
- Extra-curricular high school activities included participation in Mural Club, Clay Club, and the school play