

## COLLIN KENNEDY

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Portfolio: [www.collinkennedy.art](http://www.collinkennedy.art)

### EDUCATION

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**Ringling College of Art & Design**, Sarasota, FL

Bachelor of Fine Arts, May 2027

Major: Computer Animation, GPA: 3.45/4.0

Faculty Scholarship, Horizon Awards & Ringling Grant (4 Year awards)

**Projected Ringling Senior Thesis:** a two-minute film emphasizing visual storytelling, emotion, and character interaction

### ANIMATION EXPERIENCE

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**Animation & Modeling Artist (Intern)**, InMotion Systems LLC, Northborough MA, June 2024 – August 2024

Created animations of stadiums of fans to be used in InMotion System's HitTrax baseball simulation and training system, along with new asset models / textures to enhance stadium appearances, simulating night-time play with dynamic lighting.

- Optimized stadium animations for smooth playback on targeted PC platforms.
- Converted assets to/from Unity and Maya for work on animation and model improvements.
- Resulting meshes, textures, and animations exported for use in the Unity Game engine via FBX formats.
- Used custom toolset developed by InMotion developers to see assets and animations in game engine.

### ANIMATION / EDUCATIONAL EXPERIENCE

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**Student / Computer Animator**, Ringling College of Art & Design, Sarasota, FL, September 2023 - Present

As part of the 3D animation curriculum, produced multiple animations to demonstrate weight, force, and character emotion, all culminating in my upcoming Thesis Film.

- Designed characters and environments, planned animation with thumbnails, researched environment lighting and lighting needs.
- Modeled and textured characters, environments and props, lit scenes, animated pose-to-pose.
- Researched and leveraged the Maya VFX module to create depth of field effects, atmospheric conditions (including God-rays). Leveraged particle and fluid systems to simulate a Black hole including gravitational refraction effect, photon ring, accretion disc clouds, heat/friction.
- Worked on compositing with Nuke and created Nuke-trees to handle DOF, Steam, Color correction, and other effects.
- Exercised 2D animation, practicing lip sync, along with various motion sequences, walk cycles and interactions with environment.

**Student / Story Artist**, Ringling College of Art & Design, Sarasota, FL, September 2023 - Present

As part of multiple story-boarding courses, worked under time-sensitive deadlines to develop one-minute stories for animation:

- With supporting visuals, pitched ideas to class; performed scenes with the assistance of professional thespians and filmed exercises as reference to enhance emotional moments in each story.
- Developed storyboards based on video reference and class critique, edited boards into animatics with sound.

### SKILLS

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**Applications:** Autodesk Maya, ZBrush, Adobe Photoshop, Adobe Premiere, Nuke, HandBrake, Adobe Substance 3D Painter, Unity Game Engine, MS Office365 & Google Suite.

### AWARDS / ACHIEVEMENTS

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- **President's Award – Computer Animation – Ringling College - Precollege - 2022**
- **National Art Honors Society – 2023**
- **Rhode Island Honors Society – 2023**
- **National Technical Honors Society – 2023**