|  |
| --- |
|  Kaian Dunn502-750-0662everfree@tmanor.com |
| Proficient Blender modeler with experience in both CAD and Game asset modeling.  |

# Experience

|  |
| --- |
| Personal Projects3D modeling for CAD design.3D modeling for Unity.3D modeling for Roblox Studio.Video editing montages. |

# Education

|  |
| --- |
| 2020High School Diploma, The Keystone High school |
| **2022**technical school: gamedev.tv**3D Sculpting in Blender - Model A Dragon from Scratch!** |

# Skills

|  |  |
| --- | --- |
| * Proficient in 3D modeling with Blender
* Proficient in High Poly Modeling
* Proficient in Texturing
 | * Proficient in Hard surface modeling
* Proficient in Organic modeling
* Proficient with Adobe After Effects
 |

# Activities

Modeled a planter box for a personal project. Created Unity and Roblox assets for a personal project. Designed a piece of molding and used a CNC to carve it for a house repair project. Designed multiple 3D models for my portfolio to showcase my skills in 3D modeling design.