

Stuart Kenny

2720 Midland Ave Scarborough, ON M1S 1S1 437.344.2248

Email: stukenny@gmail.com Portfolio: stuartkenny.ca

Results Driven 3D Artist, with technical and artistic background, looking to move to full time 3D modeling position.

PROFICIENT IN:

Blender, Substance Painter, Makehuman, 3DS Max, GIMP, Photoshop

GAME SPECIFIC EMPLOYMENT HISTORY

Full Employment History Available Upon Request

Lunatic OPUS – Toronto, ON 2015 – 2018 – **Graphic Novelist**

- Using Blender, GIMP and Celtx, created 130 pages of graphic novel for online publication.

Intelligence Education Solution Inc – Waterloo, ON 2004 – **Game Designer & Art Team Manager**

- Designed a groundbreaking educational game using a 3D environment and speech recognition. Responsible for all creative aspects of the game including art, story, dialog, character, interface and level design, as well as managing a small team of artists. Developed the project within a tight deadline and successfully attracted a joint venture company to carry the project through to shrink-wrap stage.
- Pitched, designed and developed game intended to showcase proprietary speech and emotion recognition technology to be used as part of company marketing strategy.
- Responsibilities included Coding (C++ & CScript), 3D Asset Creation, Managed Small Team of Artists,

Distributed Engineering Canada – Waterloo, ON 2003 – 2004 – **Game Designer**

- Co-designed a MMORPG with user content creation capabilities
- Responsibilities included Game Design, Scripting in Lua

Flaming Gryphon Games – Ottawa, ON 2001 – 2003 – **Game Designer, Art Director**

- Designed two tabletop miniature war games, including game design, layout, and artwork.

Solidum Systems Inc – Ottawa, ON 2000 – 2001 – **Senior Software Designer**

- Implemented software for a groundbreaking real-time packet identification system
- Responsibilities included Coding (C++)

xwave solutions – Kanata 1996 – 2000 – **Software Specialist**

- Designed and implemented software for many successful projects for government and large industry clients including the demanding fields of telephony, aviation, and law enforcement. Consistently completed projects for major clients generating additional repeat business.
- Revitalized behind schedule software project, assuming a leadership role. Guided team member with insufficient background knowledge. Personally implemented 30% of final code. Exceeded expectations by successfully completing project on time.
- Responsibilities included Coding (C++, TCL, Java)

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EDUCATION

Game Design Diploma	2006 – 2007
Vancouver Film School, Vancouver, BC	
Computer Engineering Technology Diploma (with Distinction)	1993 – 1996
St. Lawrence College, Kingston, ON	
Fine Arts – Painting and Drawing Certificate	1987 – 1989, 1991
St. Lawrence College, Kingston, ON	

CONTINUOUS LEARNING

Online 3D Modeling Skills Upgrading	2022 – 2023
gamedev.tv, Nottingham UK	
First Aid and CPR	2021
Red Cross	
Computer Programming – Upgrading	2018 – 2020
Seneca College, Toronto, ON	

INTERESTS & HOBBIES

- **Medieval History** – member of the Society for Creative Anachronisms, with experience organizing event of up to 300 people
- **Strategy Games** – active in the gaming community, helping to run events and participating in tournaments
- **SciFi Fandom** – active in fandom, helping to run conventions

PUBLISHING CREDITS

Video Games

7 Seconds – VFS Project	2007
VenuSound Voice E-Learning System	2004
Murder Mystery Mini-Game / Technical Demo	2004
Hall of Worlds MMORPG – CANCELED	

Miniature (Toy Soldier) Games

7 Seconds, published by Flaming Gryphon Games	2002
Mean Streets, published by Flaming Gryphon Games	2001

Roleplaying Books

Ars Magica : Covenants (contributing author), published by Atlas Games	2005
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RPG Articles

Various articles for Unknown Armies RPG, published at www.unnaturalphenomena.com	2002 – 2005
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