

KASSONDRA KRAHN

3D ENVIRONMENT ARTIST

- ❖ kassykrahn@gmail.com
 - ❖ www.kassondrakrahn.com
 - ❖ Currently living in Vancouver, Canada
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EDUCATION

2018	Vegetation & Plants for Games Course, CG Master Academy
2016	Videogame Art & Design Diploma, Vancouver Institute of Media Arts, Vancouver, Canada
2014	Honours Bachelor of Arts, University of Guelph, Guelph, ON Art History and Studio Art Double Major

PROFESSIONAL EXPERIENCE

2016-Current	3D Environment Artist, Next Level Games, Vancouver, Canada
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ADDITIONAL EXPERIENCE

2015	Gallery Coordinator & Sales Associate, White Dog Gallery, Whistler, Canada
2013-2014	Gallery Assistant, Buckland Southerst Gallery, West Vancouver, Canada Intern, Winsor Gallery, Vancouver, BC Gallery Docent, Boarding House Gallery, Guelph, Canada

PRESS

3D Artist Magazine	Technical Focus (Issue 124)
80 LVL Magazine	Creating A Stylized Medieval Pub Diorama Embellishing a Teapot House with Cel-Shading Using Repetition for Creative Design

SKILLS

3D Software	3DS Max Maya Zbrush Substance Designer Substance Painter
2D Software	Photoshop Illustrator After Effects
Game Engines	Unreal Engine
File Management	Perforce