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Kevan Yenzer

305-562-7384

ACADEMIC EXPERIENCE:

Beneath - Global Game Jam   **October 2014**

Beneath is a First-Person Horror Game where the player explores the ocean floor as a deep sea diver in this post-apocalyptic tale. I voluntarily worked with a team of 40+ members over the course of 96 hours to develop a working game.

Game Artist

- Worked with level designer for environment props

- Modeled and textured creature characters

- Assisted with production management in reference to the art team's interaction with programming

EDUCATION:

Full Sail University

Bachelor of Science in Game Art

2015

INDUSTRY SKILLS:

Proficient in Maya, UDK, Unreal 4,

Photoshop, Substance Painter & Designer,

Marmoset, ZBrush