



# KAI CURRY

## GAME DEVELOPER + 3D ENVIRONMENT ART

EXPERIENCED 3D ARTIST WITH STRONG LEADERSHIP SKILLS,  
VERSATILE IN MANY 2D + 3D PROGRAMS.

PROUD CEO AND LEAD DEVELOPER OF KC STUDIOS,  
AN 8 PERSON TEAM DEVELOPING AND PUBLISHING THE GAME  
INTO THE FARLANDS.

## SOFTWARE SKILLS

PHOTOSHOP



MAYA



PREMIER



UNREAL ENGINE



BLENDER



ZBRUSH



## EDUCATION

Bachelors Degree – Entertainment Art and Animation  
2018–2020 California State University Fullerton

## WORK EXPERIENCE

\*Developing PC game “Into the Farlands,” a 3D Survival Hack n’ Slash  
set in Fantasy Mesoamerica and Africa

\*Successfully ran Kickstarter Marketing Campaign to secure funding to  
publish game on Steam

\*Level Design, Character Animation, Feature Programming, Concept Art,  
Game Design, Marketing, Website Design, Project Leadership

\*Created 3D assets for “The Chronicles of Tobor” pilot episode

\*Created environment assets based on Concept Art, assembled a sci-fi  
city scene using the assets the 3D team created.

\*Created original graphic design elements including logos, moving text,  
and video edits for use on public TV.

\*Collaborated with Project Manager to understand needs and  
requirements for content.

## SOFTWARE/TECHNIQUES KNOWN

Adobe Creative Suite, Autodesk Maya, Zbrush Pixelologic, Substance Painter,  
Unreal Engine, Photoshop, Premiere Pro, Shotgun, After Effects,  
Microsoft Office Suite, Outlook, Windows, Mac, Python, Asset Essentials,  
Altru, Volgistics, Trello, Techsoup, Niagra, Github, Unrealscript, Unreal Blueprint

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🌲 kcstudios.games

ARTSTATION Kai\_the\_Art\_Guy

Lead Developer; KC Studios LLC  
2022 - ongoing

3D Intern; Animation Libation  
Oct - Dec 2021

GFX Intern; Titan TV  
Sept - Dec 2019

Updated Dec 2022