

Kevin Carr

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Skills

Maya, Modo, Blender, C4D, Zbrush, Nuke, Fusion Studio, Rhino, Polyworks, Fusion 360, Geomagic, Reality Capture, Metashape, zephyr 3d, Meshroom, PFtrack, Substance, Mari, Unity, UE5, VR/AR

Experience

March 2022- Current

Epic Shepherd, New Orleans, LA – *Senior 3D Generalist, Contract*

- Primary responsibilities included scene layout, 3d modeling, texturing, Lighting, Rendering, and animation
- Maya / Vray/UE5 pipeline.
- Camera matching / Camera Projections
- Photogrammetry and LiDAR processing
- The Offer, The peripheral, Shantaram, and True Haunting

June 2020 - May 2021

The Rogue Initiative, Calabasas, CA – *Senior 3D Generalist, Full time*

- Primary responsibilities included scene layout, 3d modeling, texturing, and animation
- Game development for AAA title in UE4.
- Hard Surface Modeling
- Environment art
- Photogrammetry processing of FACS sequences for Hero Character

March 2020 - May 2020

Vossler, Kirkland, WA – *3D Generalist, Contract*

- Primary responsibilities included scene layout, 3d modeling, animation, tracking, and rendering
- Tmobile touch project consisted of 2 large city layouts with 3 separate layers of animated scenes totaling 45 scene animations.
- Mariners commercial spot. I tracked drone footage to animate a mariners flag dropping from a crane in C4D.

JANUARY 2019 - JANUARY 2020

ReconXR, Enumclw, WA – *CEO, startup*

- Primary responsibilities included Business development, Pipeline development, 3D modeling, 3D Scanning, Point cloud processing, photogrammetry, Drone flight planning, 3D printing, Animation, lighting, and Rendering.
- Recon combined terrestrial LiDAR data with Drone photogrammetry for high resolution point cloud visualizations and training applications in UE4 for the Mining Industry.

JULY 2016 - JANUARY 2019

Airlift, LLC, San Francisco – *Head of 3D experience*

- Primary responsibilities included Pipeline development for VR/ AR/ MR, 3D modeling, 3D Scanning, Point cloud processing, Animation, Texturing, lighting, Rendering and Motion.
- Lead responsibilities consist primarily with management of the 3D staff. By working closely with the producer and lead designer, feature requirements, priority and dependencies were assembled into a schedule which was then maintained to ensure all features were completed on time and to the proper specification.

OCTOBER 2013 - MARCH 2015

Mimic Studios, Los Angeles – *Entertainment Director*

- Primary responsibilities included Pipeline development, 3D modeling, 3D Scanning, Point cloud processing, photogrammetry, 3D printing, Animation, lighting, and Rendering.
- Lead responsibilities consist primarily with Business development including management of contractors, 3D scanning project planning and budgeting, on site scanning supervision.

JANUARY 2011 - SEPTEMBER 2016

Microsoft, Redmond – *Contract*

- **Human Factors Scanning Lab**, 2015
 - Primary responsibilities included the Design and Fabrication of a 3D Scanning rig for the human head, Post processing pipeline development, 3D Generalist, Operational instruction.
- **Human Factors Scanning Lab**, 2014
 - Primary responsibilities included the Design and Fabrication of 3D Scanning rigs for the human arm, Post processing pipeline development, 3D Generalist, Operational instruction.
- **Undisclosed Project**, 2011-2013
 - Primary responsibilities included Pipeline development, 3D Scanning, and 3D Generalist.

Education

SEPTEMBER 1999 - JANUARY 2001

Art Institute of Los Angeles, Santa Monica - *BA computer animation*

Accolades

- Worked on over 30 major motion pictures 3D scanning and 3D modeling environments, sets, and objects across the world.
- 10 years of Broadcast commercial projects spanning from Super Bowl spots to internal Lockheed Martin showcases, along with TV shows including Falling Skies and the Doll House.
- Designed and fabricated a 360 degree spherical scanning rig for human head and a motorized arm scanner for Microsoft Human Factors lab.
- 3D Scanned and 3D modeled the largest data set at the time for The Day After Tomorrow.