

Contact

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Top Skills

P1000 truck driver
Package handling
Route & time management

Languages

English (Professional Working)
Pohnpeian (Native or Bilingual)

Kenray Barnabas

3D Generalist

Overland Park, Kansas, United States

Summary

My name is Kenray Barnabas. I'm originally from a little island called Pohnpei, part of the Federated States of Micronesia located in the west pacific near the Marshall islands. I moved out to the US when I was seven. Ever since I was a kid I've always enjoyed drawing. It wasn't until college that I found my love for 3d art. These days I consider myself as a 3d generalist with a passion for creating AAA quality assets. I have over nine years of 3d practice so far including almost seven years of industry experience. Throughout my industry experience I have had the pleasure to work on various projects including architectural visualization, product renderings, asset development for games and an indie film project. I enjoy learning, creating, and working with nice people on super dope projects.

Experience

Pony Express

Pony Express FedEx Ground Delivery Driver

June 2024 - Present (1 year 4 months)

Olathe, Kansas, United States

Package handling, pick-ups, business deliveries, and residential deliveries. Currently I am working as a delivery driver for Pony Express at FedEx Ground in Olathe, KS. We deliver near KCMO area, managing our own times, responsibilities for business affairs, and package handling on route.

Freelance

Freelance 3D Artist

January 2016 - January 2023 (7 years 1 month)

United States

Provided 3D modeling, sculpting, texturing, animation, and rendering services across games, VR/AR, collectibles, education, and product visualization. Managed multiple contracts and freelance roles, adapting to diverse pipelines and delivering production-ready assets optimized for printing, real-time engines, and digital distribution.

Skillādemia – 3D Character Artist (Oct 2022 – Jun 2023)

- Developed an online course on character development using Blender, Krita, and PureRef.
- Tasks: reference collection, concepting, high/low poly sculpting, UV unwrapping, texturing, rigging/posing, rendering, and video editing.

Sequin AR – 3D Artist (Mar 2023 – May 2023)

- Contributed to asset development for an unreleased project, including sculpting, optimization, UV unwrapping, baking, texturing, and animation testing in Unreal Engine.

Rocketschas LLC – Lead 3D Artist (Aug 2021 – Jul 2022)

- Led freelance 3D art team developing VR/mobile assets for gamified e-commerce experiences.
- Tasks: high poly sculpting, optimization, level building, texturing/materials, lighting, rendering, Unreal asset dev, marketing renderings, project tracking, and mentoring other artists.

NiteOut – Lead 3D Character Artist (Nov 2020 – Aug 2021)

- Designed modular characters and clothing assets for social gamification platform.
- Tasks: modeling, texturing, lighting, Mixamo rigging/animation retargeting, character/costume design.

Noxart Games – 3D Character Artist (Jul 2020 – Sep 2020)

- Created three game-ready characters for testing in proprietary engine.
- Tasks: modeling, sculpting, optimization, UV unwrapping, texturing, and iteration with feedback from team via Discord.

Independent Commissions

- Delivered custom ZBrush sculpts, Blender models, and asset optimizations for individuals and small studios.

Skyline E3

Interactive Designer | On-site Full Time

April 2019 - April 2021 (2 years 1 month)

Lenexa, Kansas

Skyline E3 was a different experience as a 3d artist. Here I worked heavily on graphic design work but mixed in with 3d visualization with the design team. During the start of my employment at Skyline E3 I had the privilege to

introduce Blender into the design teams' pipeline where I also developed some tools within Blender to help the graphic designers work easily and efficiently in Blender. My tasks here consisted of graphic design edits, proofing, and tradeshow booth 3d visual development.

- 3D modeling
- Texturing
- Lighting
- Rendering
- Trade show booth designing
- Training design team on blender
- Graphic design
- Graphic revisions and proofing
- Assembly instructions

Trinity Animation

3d Animator | On-site Full Time

November 2016 - February 2018 (1 year 4 months)

Overland Park, Kansas, United States

Trinity Animation was a learning experience. I developed an interest in environment and product visualization during my time here and had learned a great deal on the 3d production pipeline for high end rendering. At Trinity I also had the chance to utilize my interest in Maxscript tool building helping the team automate tedious tasks. Below are some of the tasks I was included in.

- 3d modeling
- Texturing
- Lighting
- Rendering
- Environment visualization
- Product visualization
- 3d animation
- Maxscript tool development
- Task automation

Fuse Animation

3d animation | On-site Internship

January 2016 - June 2016 (6 months)

Minneapolis, Minnesota, United States

During my internship here I delved into the studio work culture with an experienced team of 3d artists. I learned Cinema 4D for visual development at Fuse working on product visualization and getting critiques from the team. The team at Fuse Animation were a fun crowd and my biggest takeaway at the end of my internship with the team is to be involved. Below are the tasks I was given.

- 3D modeling
- Texturing
- Lighting
- Rendering
- Producing photo-real renderings
- Creating 3D animations of products
- Getting reviews on projects and portfolio

Education

Art Institute Minneapolis MN

Bachelor's Computer Science, Media Arts/ Animation · (2013)