



Kenray Barnabas

Technical Artist

Contact



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www.kenraybarnabas.art



kenraybarnabas.space







Proficiencies

- 3D Modeling
- Digital Sculpting
- Retopology
- UV Mapping
- Texturing
- Optimization

Understandings

- Rigging
- Animation targetting
- Materials, lighting & rendering
- Python tooling/pipeline automation
- HTML5 & CSS

Software Proficiencies

- Blender 
- ZBrush 
- SPainter 
- Photoshop 
- UE 
- Marmoset 

About Me

My name is Kenray Barnabas. I specialize in modeling, sculpting, and look-dev. My passion for 3D began in college and since then I have developed an interest in many areas of the 3D pipeline along with programming. Through out my experience as a 3D Generalist, I've slowly transitioned into a Technical Artist role.

Related Work Experience

Freelance 3D Artist

July 2020-May 2023

Worked as a freelance 3D artist delivering end-to-end asset creation—including modeling, sculpting, texturing, animation, and rendering. Collaborated with clients in gaming, VR/AR, education, collectibles, and product visualization, producing optimized assets for real-time, print, and high-quality renders. Managed multiple freelance contracts with flexible pipelines and deadlines.

Skyline E3 Interactive Designer

April 2019-Apr 2021

Skyline E3 was a unique experience in my journey as a 3D artist. I worked closely with the design team on both graphic design projects and 3D visualization for trade show booths. Early in my role, I had the opportunity to help introduce Blender into the design team's pipeline, and I developed custom tools to help designers work more efficiently within Blender.

Trinity Animation 3D Animator

Nov 2016-Feb 2018

My time at Trinity Animation was an invaluable experience as a 3D Animator. It was my first full-time role in the industry, and it helped me grow significantly in production-quality development across interior and exterior environments, as well as product visualization.

Fuse Animation Internship

Jan 2016-June 2016

My internship at Fuse Animation introduced me to a professional studio environment where I worked closely with experienced 3D artists working with Cinerna 4D producing a variety of work ranging from product visualization, environments and animations.

Education

Art Institute International, MN

Bachelor's Computer Science | Media Arts & Animation
Completed 12 quarters | Jan 2013-June 2016

Johnson County Community College

Associate of Applied Science | Computer Information Systems
Jan 2025-attending