

# Keenan Purk

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**Objective** To continue building personal skills with a standard of excellence while working with a talented creative team to develop great games.

**Education** Bachelor of Fine Arts: Production Animation      Digipen Institute of Technology  
May 2009      Redmond, WA

## Work Experience

### Lead Artist

2010 – Present      Novel, Inc.      Kirkland, WA

- Complete artistic direction over two titles
- Managed small art team of various disciplines
- Generated UI assets, Props, and Environment art
- Provided detailed schedules and scoped projects
- Managed business related art and branding
- Coordinated with engineering and design teams to plan art assets for various pipelines and applications
- Participated with design team on two titles
- Experienced developing art for both Java and Flash environments

### Environment Artist Contractor

2008 – 2009      Arena Net Inc.      Bellevue, WA

- Worked with large art team to create a AAA title
- Generated low poly architecture, weapons, and props
- Generated accurate collision meshes and LODs
- Experienced strong custom art pipelines
- Worked on a custom next generation engine

## Skills

- Generating artwork in varying styles using multiple techniques
- Skilled in raster, vector, and 3D art pipelines
- Quickly learn new tools and techniques
- Ability to create and adhere to an artistic vision
- Ability to accurately scope to reduce team crunch times
- Strong leadership and a motivational member of the team
- Skilled at communication and a self-motivator

## Software Experience

- Autodesk Maya
- Autodesk 3D Studio Max
- Adobe Photoshop
- Adobe After Effects
- Adobe Flash
- Adobe Premiere
- CrazyBump
- Microsoft Excel