

KEN SPARKS

ANIMATOR

CONTACT

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SOFTWARE

MAYA

AFTER EFFECTS

ANIMATE

PHOTOSHOP

UNREAL ENGINE

EDUCATION

ANIMATION
COLLABORATIVE

2019-2020

ACADEMY OF ART
UNIVERSITY

BFA | ANIMATION

2010-2015

AFFILIATIONS

GDC

CONFERENCE ASSOCIATE

2018-2019

EXPERIENCE

Signing Animation | *Production Artist* | Aug.2020-Present

<https://bit.ly/3mHVXYP>

- Provided graphics for all social media accounts while consulting remotely to story, previz, and marketing strategies, which have resulted in acquiring over two thousand followers to the studios' Instagram and a fully funded Kickstarter Campaign,
- Helped map out community interactions by featuring in-house artists with live drawing sessions on our social media accounts as well as curating an outreach campaign to grow support for the Deaf and hard of hearing community.

Abysmal Vision Games | *3D Animator* | Jul.2020-Present

<https://bit.ly/3r7U2P9>

- Responsible for in game and cinematic animations of an Indie 3D side scrolling action RPG built in Unreal Engine.
- These animations include walks, runs, attacks, and other actions for the hero, NPCs, and environment assets.
- Collaborated directly with designers to implement all art assets and animations into Unreal and mitigate setbacks by using my skills to help rig, texture, model or add transition animations in Unreal's Blueprint editor.

Dragons of Melgor | *2D Animator* | Aug.2018-2019

<https://imdb.to/2FvHxpV>

- Produced 2D Puppet rigs using Adobe Animate to create character, creature, and VFX animation for a short film pilot that is set to be pitched to Netflix Animation.
- Helped contribute to project needs by creating model sheets, character turnarounds, layouts, background paintings, and 3d modeling.