

KEN SPARKS

505-270-6112 sparkskendrick@gmail.com

EDUCATION:

Academy of Art University - School of Animation and Visual Effects
Bachelor of Fine Arts - GPA: 3.7

San Francisco, CA

WORK EXPERIENCE:

Sodexo AAU Dining Services

January 2011 – Present

Graphic Designer

- Worked with Retail and Marketing Management to increase sales and customer retention by creating thousands of digital marketing assets for over 500 social media projects
- Created large scale media such as vehicle wrap design, social media campaigns and holiday centered marketing promotions for multiple campuses and catering events.
- Created custom in-house graphics that were used to promote safety and operation standards
- Consulted remotely with other designers and managers on weekly marketing projects
- Lead daily operations for retail and dining locations - focusing on sustainability and waste reduction as well as individualized customer service
- Earned several honorary titles such as employee of the month, while providing a variety of different services from visual design, archiving, customer service, to transportation and training
- Trained over 25 new hires that were retained for several years in various job roles that later achieved their own promotions within the company

Ichen Art Academy

August 2021 – Present

Animation Art Instructor

- Provided in person and remote art lessons, tutoring, and portfolio reviews for over 100 students
- Organized 10 unique 14-week curriculum plans for intermediate and advanced digital art classes
- Mentored over 50 High School AP Art Students for college enrollment

Signing Animation

August 2020 – August 2021

Production Artist

- Served as a CG Generalist and Animator providing Art, Character Animation, Texturing, Lighting, and Rendering services for a 3D Animated Short Film while also providing digital assets for the Story, Previsualization, Look Development, Texturing, and Animation teams
- Provided motion graphics for social media and marketing, which resulted in acquiring over 2000 followers to the studios' Instagram and a fully funded Kickstarter Campaign
- Contributed promotional video graphics to grow support for the Deaf community on social platforms by featuring our Deaf and hard of hearing in-house artists

PROJECTS:

Game Developers Conference

March 2018 – March 2020

Conference Associate

- Prepared and supervised locations for keynote presentations while providing customer service for over 20,000 attendees

SOFTWARE AND CERTIFICATIONS:

- Adobe Creative Suite
- Autodesk Maya