

K'LONTA BRUNSON

2D/3D Artist

<https://rashadbrunson08.wixsite.com/klontaportfolio>



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PROFESSIONAL SUMMARY

Results-oriented 2D/3D Artist with a focus on stylized character and prop design for games and animation. Experienced in crafting optimized, game-ready assets using Maya, Blender, and Substance Painter, and integrating them into Unreal and Unity environments. Adept at UV unwrapping, rigging, and PBR texturing with a strong foundation in anatomy, color theory, and storytelling.

SKILLS

- 3D Software: Maya, Blender, ZBrush, Substance Painter
- Design Tools: Photoshop, Illustrator, After Effects, Figma
- Engines: Unreal Engine, Unity, Love2D
- Core Skills: Character Modeling, PBR Texturing, Rigging, UV Mapping, Modular Asset Design, Animation Principles, Storyboarding, UI/UX Design, Visual Storytelling

EDUCATION

BACHELOR OF FINE ARTS - Game Design

Villa Maria College, Buffalo, NY | May 2025

GPA: 3.99

Relevant Courses

- 3D Computer Animation, Advanced Animation, Game Modeling and Texturing, Capstone Project, Visual Communication, Typography, Advertising Design

EXPERIENCE

■ Illustration & Animation Intern

Neuroleap - Remote | Sep 2024 - Present

- Produced 60+ original characters aligned with company needs and brand identity.
- Executed frame-by-frame animations with a 7-day turnaround, iterating quickly based on feedback from senior artists. Ensured all deliverables met internal quality standards and deadlines.

■ Senior Capstone - 3D Puzzle Game (Eidetic)

Villa Maria College | Jan 2025 - May 2025

- Spearheaded asset creation on a 4-person art team to develop a fully playable Unreal Engine game.
- Modeled, textured, and rigged 30+ stylized characters and props using Maya and Substance Painter
- Designed immersive UI/UX interfaces to support the game's narrative structure.

■ Freelance Artist

Remote | 2021 - Present

- Designed logos, business cards, flyers, and branded print ads for local clients and campaigns.
- Developed visually engaging PowerPoint presentations integrating custom charts, visuals, and multimedia for both internal and public-facing events.