

# K'LONTA BRUNSON

2D/3D Artist

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

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## PROFESSIONAL SUMMARY

Versatile 2D/3D Artist specializing in character and prop design for games and animation. Proficient in Maya, Blender, and Substance Painter with a deep understanding of anatomy, color theory, and visual storytelling. Experienced in both Unity and Unreal Engine, with a strong passion for horror and RPG genres. Skilled in remote team collaboration, iterative development, and meeting creative deadlines.

## SKILLS

- 3D Software:** Maya, Blender, Substance Painter
- 2D & UI/UX:** Adobe Photoshop, Adobe Creative Suite, UI/UX Design
- Game Engines:** Unity, Unreal Engine, Love2D
- Specialties:** Character Creation, Rigging, Storyboarding

## EXPERIENCE

- Sep 2024 - Present** **Illustration & Animation Intern**  
Neuroleap, San Jose, CA
  - Develop a comprehensive understanding of industry standard animation software
  - Make revisions according to feedback to improve work quality
  - Design and illustrate original characters
  - Track within deadlines while adhering to company standards
- Oct 2019 - Feb 2020** **Seasonal Package Handler**  
FedEx Ground, Augusta, GA
  - Communicate with team to ensure efficient package handling
  - Adapt quickly to changes in workflow while meeting production goals.
- Apr 2018 - Jan 2019** **Backend Outfitter**  
Cabela's/Bass Pro, Augusta, GA
  - Assist customers and support a team focused environment
  - Organize and maintain inventory for improved efficiency
  - Implement quality assurance measures to guarantee exceptional product performance

## EDUCATION

- May 2025**  
**BACHELOR OF FINE ARTS**  
Game Design  
GPA: 3.99  
Villa Maria College, Buffalo, NY  
Relevant Courses
  - 3D Computer Animation
  - Advanced Animation
  - Game Modeling and Texturing
  - Capstone
    - Developed 3D puzzle game
  - Visual Communication
- May 2017**  
**BACHELOR OF Science**  
Civil Engineering  
Clemson University, Clemson, SC

