

Kris Vaughan

KRISTOPHER VAUGHAN
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3D ARTIST/GENERALIST

3D Animator and Generalist for motion graphics, animations, and interactive media. Studied tradition and digital animation. Contributed to a variety of projects using a vast array of skills. Passion for storytelling and effectively communicating ideas.

EXPERIENCE

Freelance Digital Artist

various | North Carolina/Virginia

- 3D Generalist
- Animator
- Motion Graphics
- Graphic Design
- Illustrator
- Videography/ Editing

AUG 2013
- PRESENT

3D Motion and Visual Artist

Anchorpoint Team | King, NC

- 3D Modeler for Activation and Prop concepts.
- 3D Renders for client merchandise and promotional materials in real world spaces.
- Developed AR apps and VR experiences.

FEB. 2021
- DEC. 2022

Adjunct Instructor

Forsyth Tech Community College | Winston-Salem, NC
Digital Effects and Animation Department

- 3D Character animation
- Collaborative Studio class
- Portfolio

JAN 2020
- JUN 2020

Graphic Artist (Contract)

Robert Half Technology | Newport News, VA
C2 Technologies

- Motion Graphics with After Effects
- Interactive programming in Adobe Animate for HTML
- Video Editing
- Audio Recording and Editing

JUL 2018
- DEC 2019

Adjunct Professor

Art Institute of Virginia Beach | Virginia Beach, VA
Media Art and Animation:

- 3D Modeling
- 3D Character Animation
- Texturing and Lighting
- Animated Shorts
- 3D Character Rigging

JAN 2017
- DEC 2019

SKILLS

- Traditional Animation
- Hard Surface/Organic Modeling
- Character Modeling
- Animation
- Lighting/Texturing
- Compositing
- Motion Graphics
- AR/VR Development

TOOLS

- Maya
- Blender
- After Effects
- ZBrush
- Photoshop
- Unity
- Unreal

EDUCATION

Master of Fine Arts - Animation

Savannah College of Art and Design
2013

Bachelor of Fine Art - Kinetic Imaging (Animation)

Virginia Commonwealth University
2010