

Kevin Peter Hill

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PROFESSIONAL EXPERIENCE

2008 -Present

Freelance 3D graphics, Santa Ana, CA

- **Amberen - Medication Commercial:** Created and animated medical animation. Compositing with live action footage.
- **BHT Gaming, Lead Art Director:** Modeled, textured, rigged and animated environments, weapons and characters for On-line Role-playing game: Purgatory City. Created Graphic user interface and developed overall art style and concept for Purgatory City
- **Gulfstream:** Modeled, textured, rigged and animated aircraft interior and animated stewardess performing emergency procedures for in-flight safety video.
- **Paramount Farms - Wonderful Pistachios:** Created and animated various graphs, maps, text and visuals for promotional video.
- **Smithsonian Aerospace Museum 30th Anniversary Presentation:** Modeled, textured, rigged and animated paper planes and seagulls.
- **mOcean:** Modeled artificial heart for use in Crank 2 trailer.
- **Akorn Productions:** Modeled, textured, rigged and animated game characters for iPhone game project.
- **Fat Droid:** Modeled, textured and animated robotic tentacle for Chris Olley, "In Too Deep" music video.
- **The Basement:** Designed and created art for website showcasing live theatre and video sales.

ACTIVISION/BLIZZARD, Los Angeles, CA 2004 -2008

A leading developer, publisher and distributor of multi-platform interactive entertainment.

Digital Artist - Media Productions 2006 -2008

- Assembling dynamic animations and Motion graphics using Maya and 3ds Max for use in TV spots, theatrical trailers and web trailers.
- Building 3D assets such as logos and effects according to existing art styles or designing innovative new designs from concept to completion.
- Creating compelling titles and effective end slates using Photoshop for use in game trailers showcasing many triple A titles such as F.E.A.R., Timeshift, Scarface, Spyro, Crash, Riddick and Ghostbusters.
- Routing slates to legal and ERSB along with Sony, Nintendo, and Microsoft ensuring all standards are met whilst maintaining a solid, clean, and appropriate art style and clear message.
- Rotoscoping and compositing in After Effects for both live action trailers and digital animations.

Video Capture Artist - Media Productions 2006-2007

- Play assigned game titles, to provide clear game play footage for use in trailers and other presentations.
- Set up and rehearse well-framed shots and exciting game play sequences in advance of capture sessions on own initiative and as directed by a producer.
- Use development software to re-program in-game environments and characters for improved screenshots used in box art, magazines and online gaming sites such as GameSpot and PC Gamer.

QA Game Tester 2004-2006

- Tested assigned game titles, and provided feedback to developers.
- Entered issues of game play, art, animation, grammar to the database.

CLUB MÉDITERRANÉE, USA, Mexico, The Bahamas, British West Indies. A French corporation of world-wide vacation resorts.

Lead Set Designer/Stage Manager, Paradise Island, Bahamas 2001-2003

- Provided detailed training in set design and effective stage management to new hires.
- Directed a staff of talented designers in the creation of scenery and props for multiple live shows with limited budget and rapid production time.
- Directed scene changes and technical aspects of live shows.

Set Designer/Stage Manager, Cancun, Mexico, Colorado, BWI 1997-2001

- Designed and created robust, painterly, contemporary stage set pieces, props and costumes for multiple live shows with speed and high quality.
- Performed in shows in a technical capacity and as an artist.

APPLICABLE KNOWLEDGE and SKILLS

- 3D Graphics software (3D Studio Max, ZBrush, Mudbox, Maya, Bryce, Vue,).
- Over 10 years experience in creating digital art for use in video games and websites.
- 2D Graphics software (Photoshop, Illustrator, Flash, After Effects, Premiere, Painter).
- Dev software: WorldEdit, Valve Source, Radiant, WorldCraft, Hammer.

EDUCATION

Coastline Community College: Garden Grove, CA
Art major. Projected graduation date June 2011

Irvine Valley College: Irvine, CA
Studied Advanced Rapid Prototyping, Model Making and 3D Printing Techniques.

Texas Tech University: Lubbock, TX
Major field of study: Fine arts Studio Painting – Specialty in portraiture.
Minor field of study: Ceramics and Sculpture