

KEIRAN BURKE

CG MODELING / 3D ANIMATION

KEIRAN BURKE

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SKILLS

Environment modeling

Story development

Keyframing

Visual development

VFX/ Motion Graphics

PROGRAMS

Autodesk Maya

Blender

Adobe Photoshop

Adobe After effects

EDUCATION

Columbia College Chicago

BA, School of design

OBJECTIVE

- Creating and developing stories that remind viewers of situations in their own life, while simultaneously creating and developing worlds and environments that feel realistic and lived in
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EXPERIENCE

320 W HURON- ARITECTURE RENDERING

- Modeled & textured all non-foliage assets within the scene
- Implemented lighting and camera setups
- Produced cinematic renders & animation showcasing Textures of materials as well as a focus on the park next to the building

STORY CONCEPT CREATOR / KEY FRAMING "JUNK FOOD JOB"

- Created original Story concept selected from 28 ideas for production
- Worked with teammates to expand on storylines
- Keyframed 3 characters in opening sequence
- Worked with team on production pipeline to bring story from concept to final cut

ARCHITECTURE RENDERING/ ENVIRONMENT MODELING – STREAMSONG CLUBHOUSE RECREATION

- 3D modeled Streamsong's Blue/Red course Clubhouse
- Modeled & textured all non-foliage assets within the scene
- Implemented lighting and camera setups
- Produced cinematic renders & animation showcasing architectural design of Streamsong

ENVIRONMENT MODELING – CASTLE BLACK

- Designed and modeled environment based on Castle Black from Game of Thrones
- Modeled and textured all assets in scene
- Animated camera movements and keyframed objects for cinematic Rendering of design