



DIGITAL ARTIST • 3D MODELER

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PORTFOLIO

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EDUCATION

DigiPen Institute of Technology - Redmond, WA
Bachelor of Fine Arts in Digital Art and Animation
Class of 2012

West Sound Technical Skills Center - Bremerton, WA
Studied **Engineering & Design Technology**
Class of 2006

EXPERIENCE

Aerotek Staffing Agency (Nintendo of America)

Product Test Associate (March 2014 - Present)

- Communicating with a large-scale team environment to help track and eliminate bugs for Nintendo software

Volt Workforce Solutions

Product Test Associate (December 2013)

- Helped pinpoint and communicate bugs to the design team for X-Box products

Membrane Works

"A Tiger's Last Song - Episode I: Wolves of Gondwana" (July - October 2013)

- **Character Artist** - Provided fully-inked and colored characters, plus concept designs and promotional artwork
- A published Graphic Novel written and directed by Kevin Smelt
- A zoological fiction that follows an aged thylacine (Tasmanian Tiger) who recollects his tragic past-life in 1905 Tasmania to a young journalist in New York of 1929
- Worked alongside one environment artist, and one sculptor
- 450 Panels in 104 Pages
- Available on Google eBook, and printed versions on Amazon December 9th, 2013
- Official website: www.atigerslastsong.com

DigiPen Institute of Technology

"...So I Ran" ~Project Daeva (September 2011 - April 2012)

- **Environment Artist** - Provided modular environment assets and textures
- Game Team Project
- 3D Parkour game in an dark abstract dream-like environment
- Worked alongside 3 Masters programmers, 2 Designers, 1 character artist and 2 extra helper artists
- DigiPen Awards: Best Masters Game ; Best Masters Tech ; Best Graphics Tech ; Claude Comair Award Runner-Up
- Trailer available on artist's portfolio

"Crown Fit For a Prince" (May - July 2011)

"A Loose String" (January - April 2011)

- Solo Cinematic 3D Animations
- Provided character and environment modeling, textures, character rigging, animation, facial-morphing, lighting and post-production
- Characters rigged from scratch, as well as using CAT rigs
- Videos available on artist's portfolio

PROGRAMS

Photoshop
Manga Studio 5
3D Studio Max
Maya
After-Effects
Flash
Fireworks
Premiere
Unity
Microsoft Office
CrazyBump
Rhino

References available
upon request