

Kain Reaver

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Technical Skills

- Maya: able to apply various skills and tools for Modeling, Rigging, Texturing and Animating to create dynamic and visually appealing animated scenes
- Computer programming: knowledgeable in MEL and Python
- Adobe Creative Suite: knowledgeable in Photoshop and After Effects
- **2D Animation**: able to apply various skills to create animated shorts using traditional methods that display the **12 principles of animation**.

Practical Skills

- Team player: able to take direction and communicate in a professional and positive manner while providing creative and technical ideas to other team members
- Multi-tasking: able to work on multiple shots/scenes while prioritizing to keep up with deadlines

Related Experience

Junior Animator	2015 - 2016
Side Street Post, Vancouver, BC	

Other Experience

Warehouse Temp/ Production Temp IS2, Delta, BC Express Employment Professionals, Surrey, BC	2015 2014 -2015	2014 -2015
Dealer Edgewater Casino, Vancouver, BC Great Canadian Casinos, Richmond, BC	2013 - 2014 2004 - 2012	2004 - 2014

Education

Art Institute of Vancouver 2015 Animation Art and Design Diploma